Welcome to London, 1886
Our Story Begins

This innovative and truly compelling alternate take on history is set in Victorian-Era London, in a time when the Industrial Revolution has changed the face of the world. Electricity runs throughout the city of London, a newly formed underground train system serves its districts, while Airships patrol its skies. At the heart of *The Order: 1886* is an age-old war between Man and Half-Breed. Over the centuries, one of the Half-Breed races known as the Lycans, has taken a foothold throughout Europe. They are an intelligent but savage people who have proved a ruthless foe against mankind. In Arthurian times, the Knights of The Order were assembled to protect humanity from this threat. Thus Knights and Lycans have been fighting for centuries.

By 1886, advances in technology by inventors like Nikola Tesla have given humans an advantage in this war. Equipped with powerful weapons such as incendiary Thermite rifles and electrical Arc guns, The Order is steadily turning the tide against the Half-breeds. But a new threat is rising in London—a populist rebellion, rooted in the “sunken classe” of the gritty, downtrodden streets of Whitechapel.

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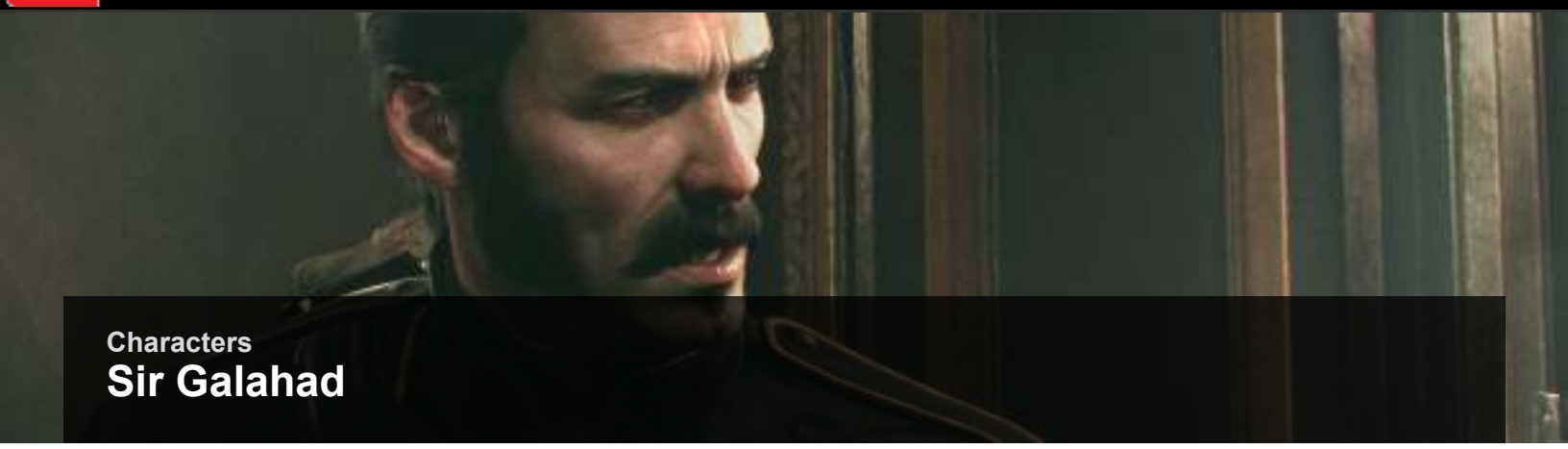

Characters

Sir Galahad

You play as Sir Galahad, a Knight of great principle, a highly skilled warrior, and a brutally efficient soldier when necessary. Galahad deeply values The Order's mission and legacy. An expert Lycan tracker and hunter, he has learned much from his mentor, Sir Perceval, skills that he's passed on to his own protégé, Lady Igraine. Galahad's birth name is Grayson, a name only a close few use to address him.

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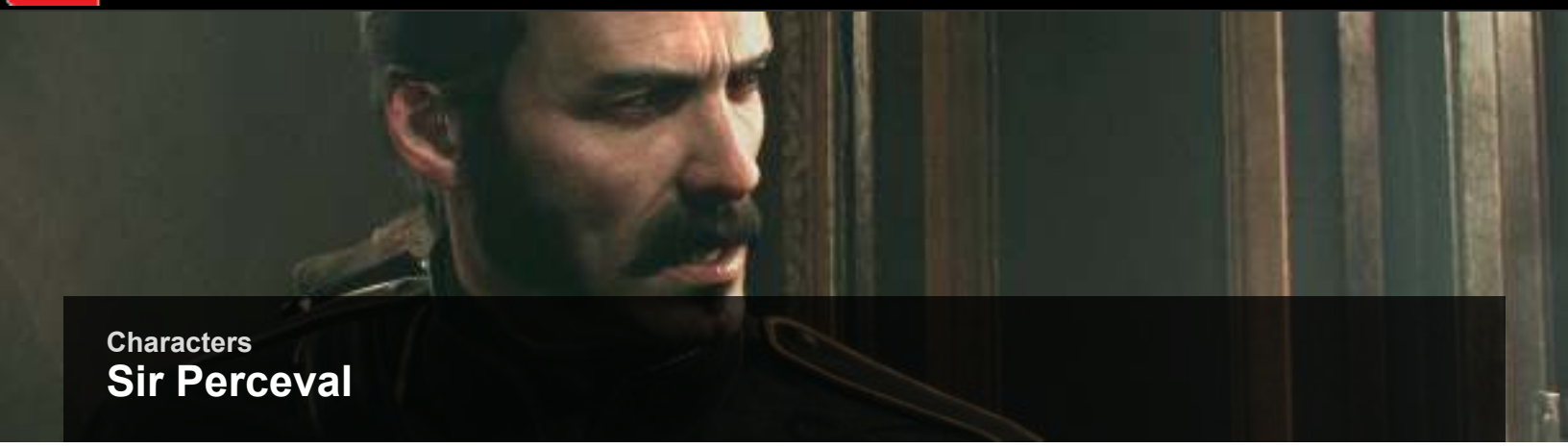

Characters

Sir Perceval

Sir Perceval was born Sebastien Malory, and is said to be related to Sir Thomas Malory, the 15th century author of *Le Morte d'Arthur.* He's one of the oldest and most respected Knights of the Order. As mentor to Sir Galahad, Perceval has imparted centuries of wisdom upon his disciple. Their respect and trust in each other have proven strong, likened by others as the bond between two brothers. Perceval is more than willing to ignore the directives of the Council of Knights, and trust his own instincts honed over centuries of dedicated service.

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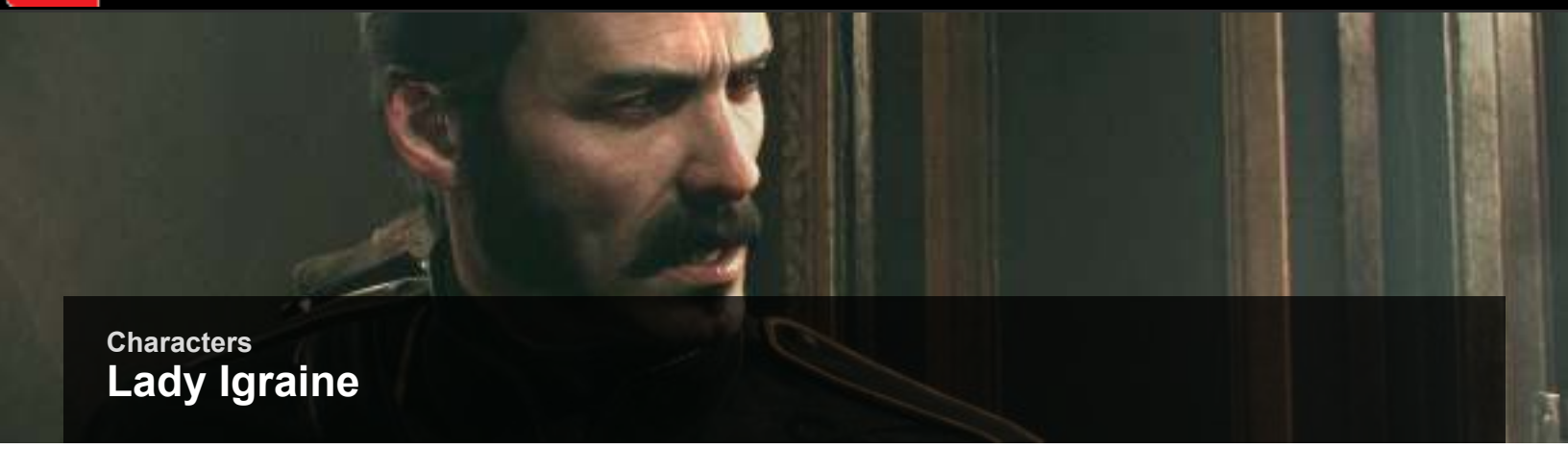

Characters

Lady Igraine

Lady Igraine is a talented Knight, the youngest member ever to be elevated into The Order's ranks. Her skills rival even Galahad's, her mentor, and she never passes up the opportunity to point this out. But their banter also reflects the affection they share. Igraine is the adopted daughter of the Lord Chancellor, Augustus d'Argyll, and sister to Sir Lucan. Igraine's given name is Isabeau or Isi, as she is affectionately called by some.

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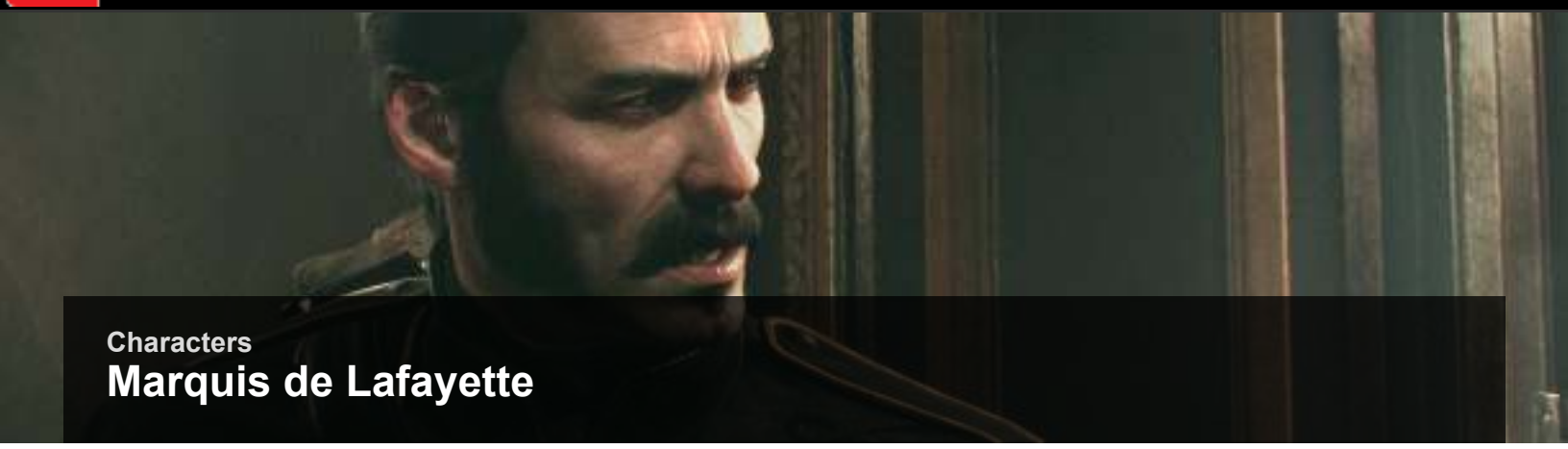

Characters

Marquis de Lafayette

Lafayette is a Knight Apprentice and is disciple to Sir Perceval. A brilliant tactician during the world-changing revolutions in America and France in the previous century, Lafayette is known for his impetuous genius, his sense of humor, his passion for liberty, and his love of women. He brings a different perspective, a worldly experience, and perceived youth that strengthen Sir Perceval's already formidable squad.

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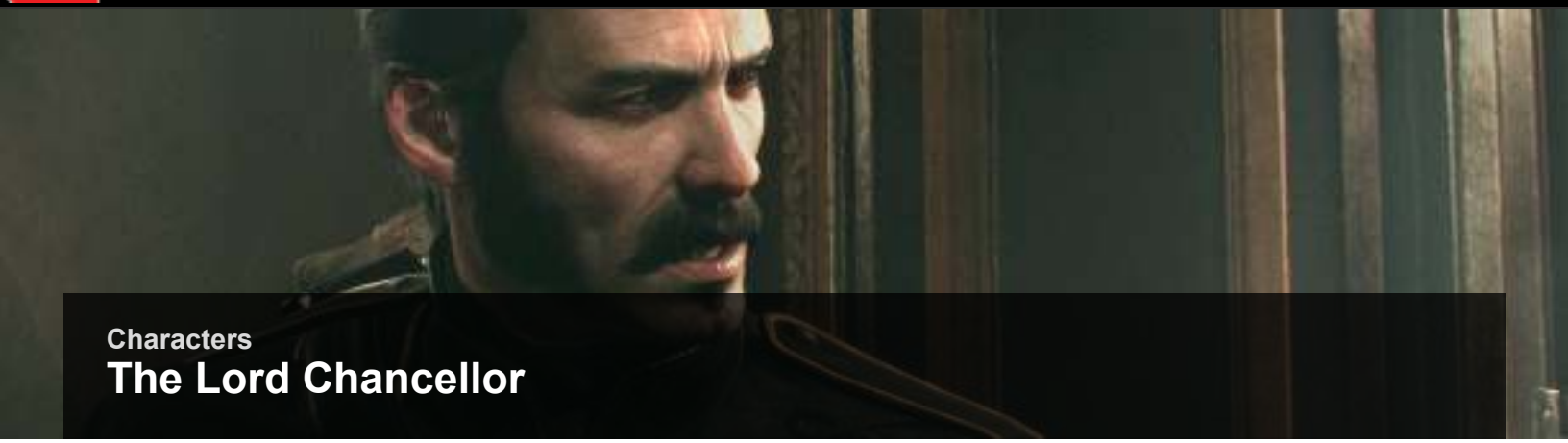

Characters

The Lord Chancellor

The Lord Chancellor is said to have fought side by side with King Arthur himself back in the day. Now, as arbiter of the Council of Knights, he remains a steadfast protector of The Order's sacred mission. His authority remains unchallenged, though it is questioned at times by Sir Perceval, who views the Lord Chancellor's cautious and conservative approach too antiquated for current affairs.

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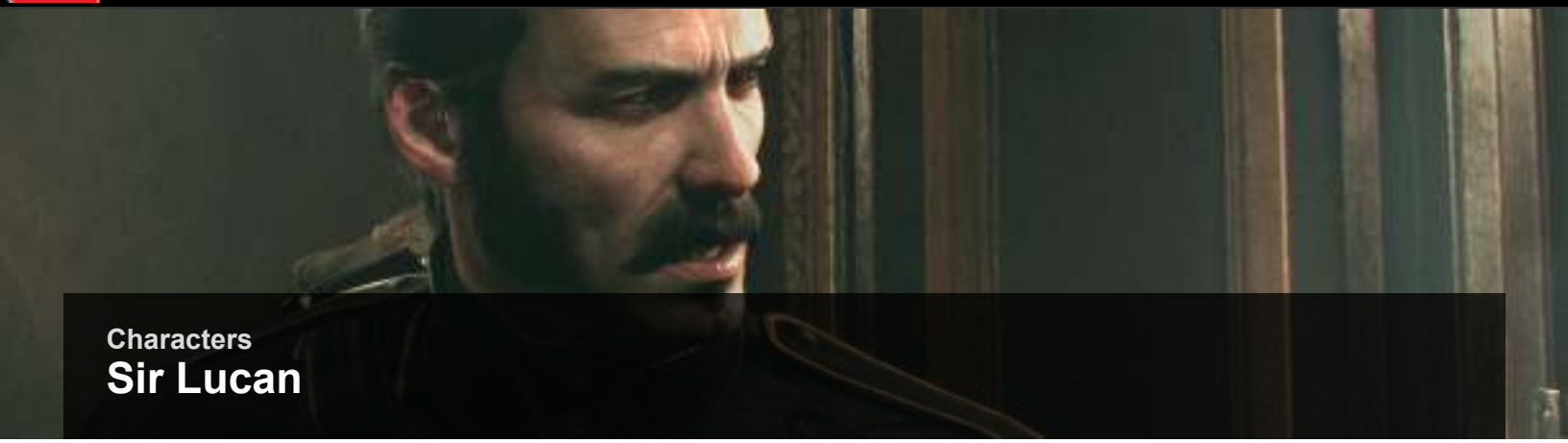

Characters

Sir Lucan

Alastair D'Argyll, known as Sir Lucan, serves as The Order's Knight Commander. He is the adopted son of the Lord Chancellor and brother to Lady Igraine. Lucan is forthright and steadfast, and tends to play by the rules. But his respect for Sir Perceval induces him to allow Perceval's squad to pursue their investigation of odd happenings in Mayfair and Whitechapel.

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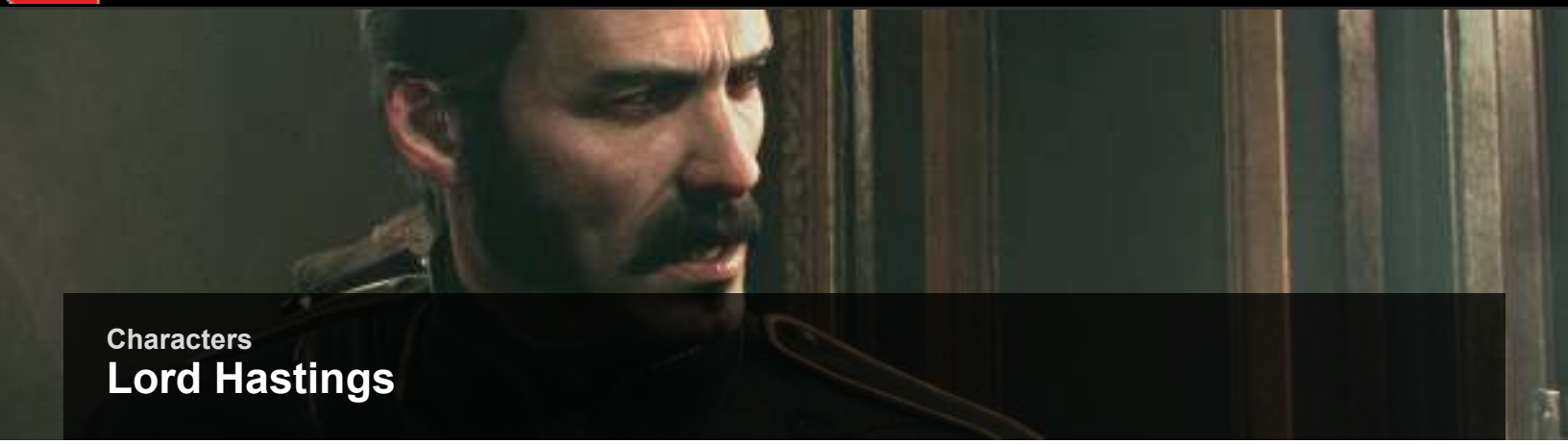

Characters

Lord Hastings

Lord Hastings is a peer who serves in an advisory role, as do a few others within the government, to the Council of Knights. He also serves on the board of the United India Company as its director. This nexus of commerce and politics affords him great influence and trust within the monarchy.

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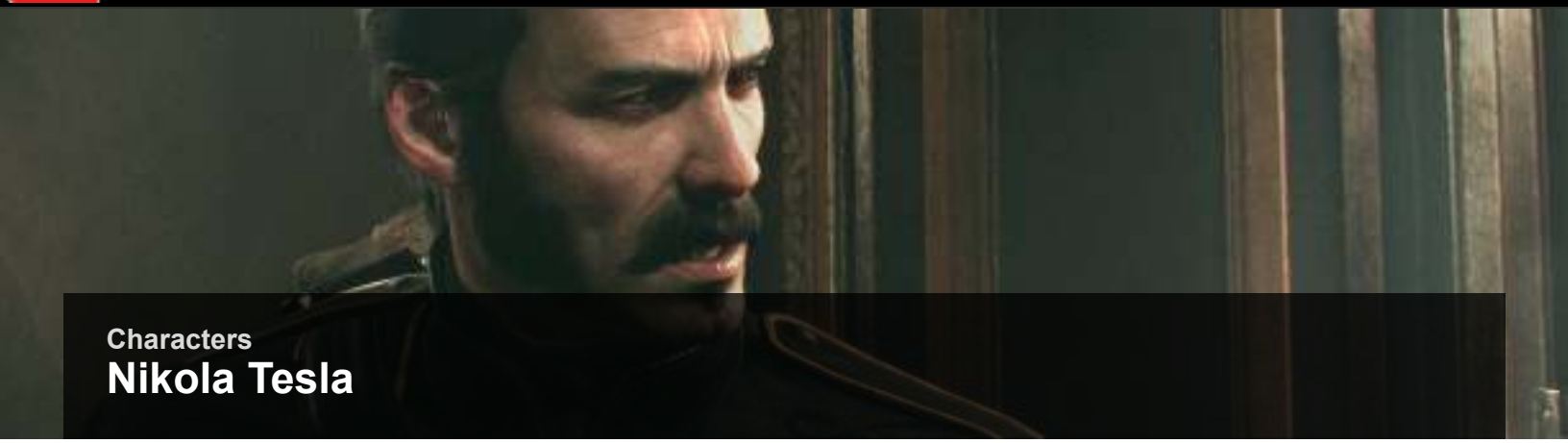

Characters

Nikola Tesla

A young and brilliant mind, Nikola Tesla serves as the Order's Quartermaster. He brings with him a wide range of expertise and a skillset he has put to use at the service of the Knights. His laboratory in the Catacombs beneath Westminster Palace is home to many inventions and weapons that have proved invaluable in the war against the Half-Breeds.

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Game Basics

Overview

First things first: read the game manual! Everything you need to know about basic game mechanics in *The Order: 1886*—game controls, options and settings, the HUD (heads-up display), how to use specialized weapons, and so forth—is detailed in the manual. Our basics section focuses more on how best to play the game.

That said, let's start with a diagram of the PS4 controller and lists of the menu, movement, and combat controls. It never hurts to have an additional reference source.

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Game Basics

The PS4 Controller

UH, WHAT AM I DOING AGAIN?

Sometimes the heat of combat, or the obsession to explore every nook and cranny for items, can make you forget your current objective. A quick click of the

stick brings up the directive at the top of the screen and, in some cases, activates an onscreen marker that shows you which direction to head.

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Game Basics

The Story Structure

CHAPTERS & SCENES

The story in *The Order: 1886* is divided into a prologue and sixteen chapters. Each chapter is further divided into a number of scenes. All of the scenes you've completed are listed underneath their chapter's title when you scroll to it in the Chapter Selection screen. Then, if you want, you can scroll down to select any scene listed and replay it.

Note that "scenes" are not the same as "checkpoints." For more on checkpoints, read on.

CINEMATICS ON DEMAND

Some scenes are dedicated to certain key cinematics, allowing you to jump right to—or past—them, depending on your preference.

CHECKPOINTS

Most scenes feature regular checkpoints. These mark natural restart locations if Galahad gets killed or you just want to try a different approach to your current situation but don't want to jump all the way back to the scene's beginning. For example, if you leap off a wall into a courtyard full of enemies, that leap is very likely a checkpoint. If the battle goes poorly or you want to try different tactics, press Options and select "Restart From Checkpoint." You jump back to the last checkpoint you passed—in this case, the leap from the wall into the courtyard.

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Game Basics

Movement & Exploration

The Order: 1886 is not an open-world or “sandbox” game where you move freely in any direction, triggering interactions in random orders. While you can make certain navigation choices, for the most part you experience the story along an intricately constructed path. It’s a story-driven, filmic experience with great gameplay.

However, there is plenty of exploration to be done along the dark edges of the path. The game features dozens of clue-like items planted to enrich the narrative and hint at murky corners of a London obsessed with Ripper murders and fears of class warfare—and the ride itself is full of physical surprises too. What looks like a dead end may actually be a climbing wall with some unconventional handholds leading to unexpected places.

TRAVERSING

Progress in the game often calls for use of the button (called the “Traverse” button) in conjunction with the left stick. You use this combination as you jump, swing, hurdle, and climb across the dense jumble of London’s cityscape in pursuit of foes and answers. Traversing can also lead you to collectibles stashed on rooftops or tucked into rooms just off the main path.

Game Basics

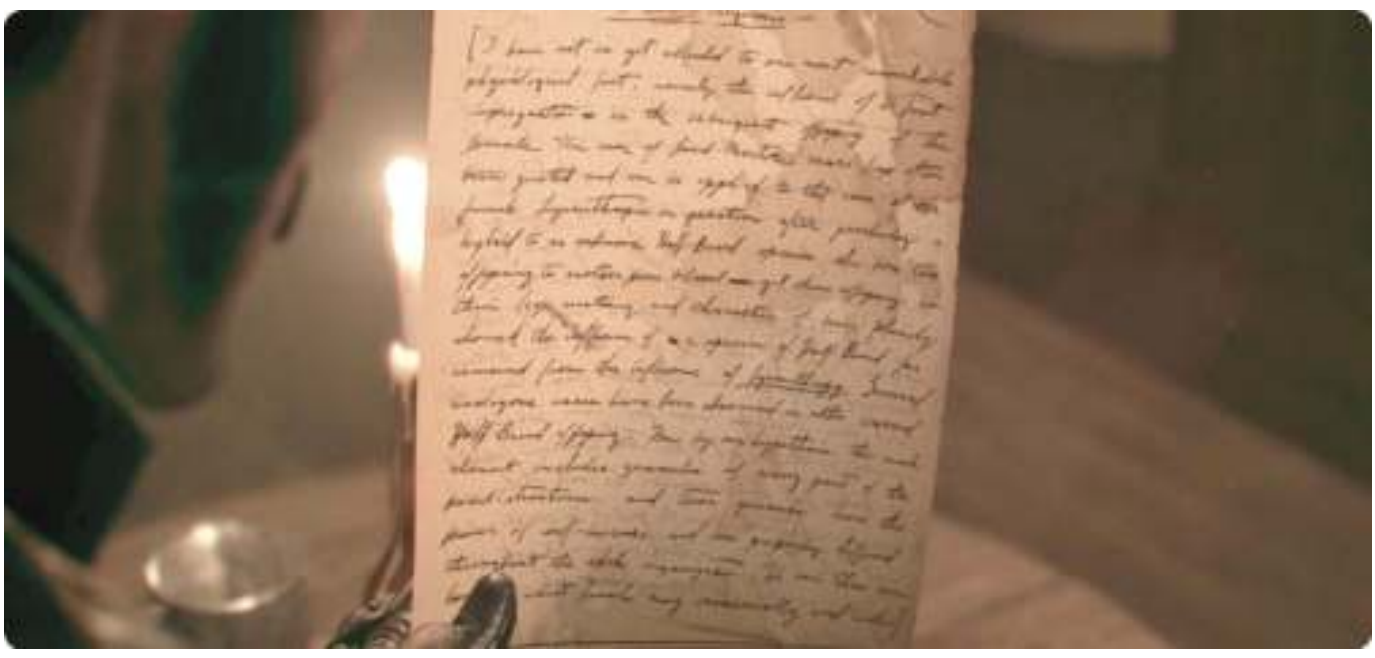
Collectibles

INSPECTING ITEMS

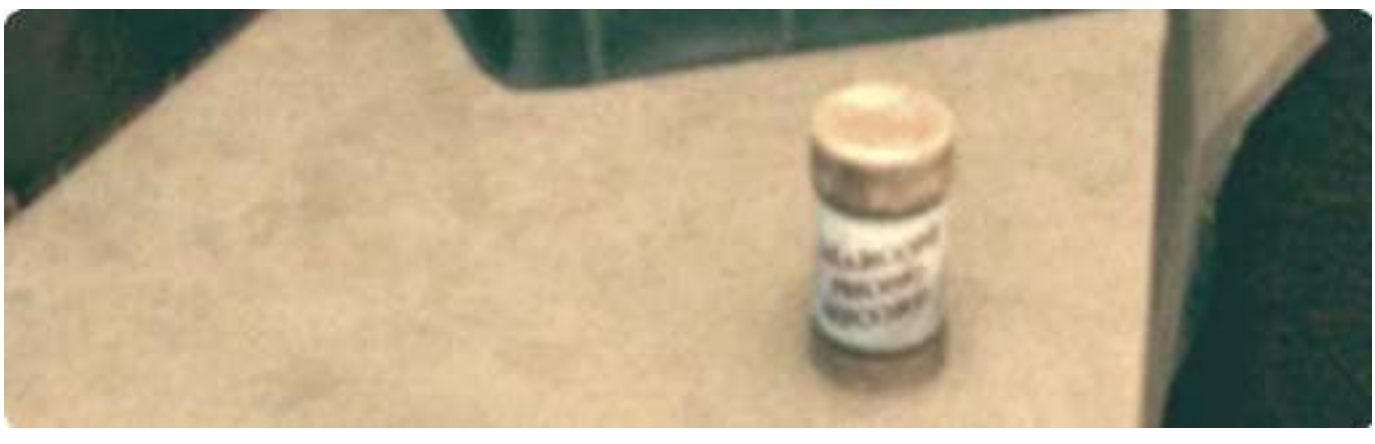
As you explore, look for a number of items that you can pick up and inspect. Newspapers, objects, photographs, and documents are scattered throughout the environment. Each inspectable item is marked with an action icon that changes into a prompt when you get close. Press to pick up the item.

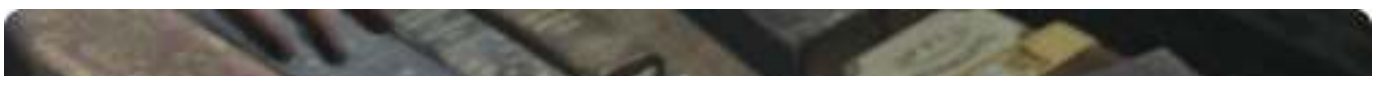
Documents and photos can be turned over to their back side by pressing —sometimes you find interesting things there. Objects can be “looked over” (moved around) using the left stick. When finished with your inspection, press to put down the item.

Note that the game logs every inspection. You can earn Trophies for inspecting all of the items in each collectible category: Objects, Newspapers, Documents/Photographs, and Phonograph Cylinders. You also earn a gold “Inspector First Class” Trophy if you inspect every inspectable item in the game.



COLLECTING PHONOGRAPH CYLINDERS

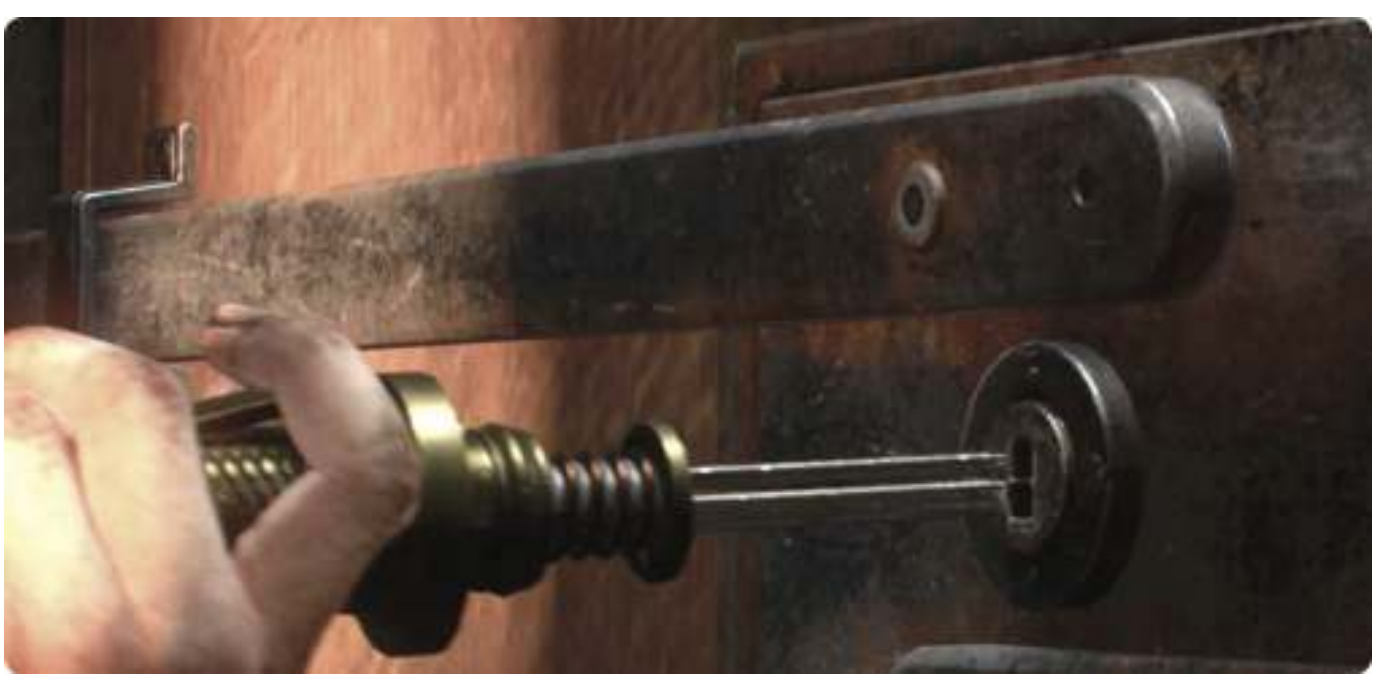




Using Gadgets

STAMFORD LOCKPICK

Several times during the game you encounter locked security doors. You can't just ram these open with a shoulder. The only way to get past reinforced doors is to use your handy Stamford Lockpick tool.



Here's how:

- Approach the security door and press △. Galahad automatically inserts the lockpick in the keyhole. This gives you an x-ray view of the lock's inner workings.
- Hold in L2 to drive the air cylinder, which exposes the first of three tumbler pin positions. You can see the first pin as a ghostly white rod on a spring (circled in our shot).
- Keep holding in L2 then slowly rotate the right stick until the vibration in your controller slows down. (If you toggled Vibration off in your game's option settings, watch onscreen for the tumbler pin to be pushed upward and turn brighter white.)
- When this happens, press R2 to engage the pin. It clicks upward, out of the lock housing.
- Now you have two more tumbler pins to go. Repeat the same process with each of the remaining pins to unlock the door. Press △ again to turn the lock, which slides the metal lockbars out of their slots. Open the door and enter the next room.

TS-27 INVERTER/RECTIFIER

In *The Order: 1886*, a few doors and hatches have powerful electromagnetic locks. The only way to disable such a lock is to disrupt its power supply. Fortunately, you have Nikola Tesla on your team. At the end of Chapter II, Nikola gives Galahad his latest invention, a TS-27 Inverter/Rectifier device that converts currents. As he explains, "Quite handy for overloading and incapacitating certain electrical systems."

BLACKWATER

Blackwater is the mysterious Holy Grail fluid that instantly heals wounded Knights and prolongs their lives for hundreds of years. Every Knight has a personalized flask of Blackwater kept on a chain around his or her neck.

If Galahad takes too much damage he collapses to the ground in a downed state, unable to do anything but crawl slowly. Be ready! After a few seconds the △ prompt appears. Immediately press the button: Galahad drinks from his flask of Blackwater and recovers.

Don't stop there! When the ✕ prompt subsequently appears, tap that button rapidly to increase both Galahad's health and his Blacksight meter.

BLACKSIGHT

Blacksight is your Knight's near-supernatural ability to slow down the world while letting you auto-target enemies and shoot your secondary weapon at full speed. Press L1 to activate it. Your targeting reticle immediately auto-centers on the closest target, so quickly pull R2 to fire.

When the reticle turns red, that targeted foe is taken out. Quickly push the right stick toward the next target. The targeting reticle instantly jumps and auto-locks on him. Shoot again!

This all happens very fast, so you can take out a number of enemies quickly. But Blacksight is a timed state, available for just a few seconds. How much Blacksight you have left is shown on the meter bar beneath your weapon info at the bottom right of the screen. This bar starts emptying the moment you activate your Blacksight. Don't waste it! Keep shooting and toggling to new targets until the meter runs out.

CONSERVING BLACKSIGHT

If you clear the area of enemies before your Blacksight meter runs out, press Q again to deactivate the ability. Whatever's left on the meter is conserved.

The Blacksight Meter

The white segment of the bar shows how much Blacksight is left; when no Blacksight is available, the meter's bar is gray. Note that Blacksight cannot be activated if the meter hasn't filled past the hashed area at the left of the bar.

BLACKSIGHT GENERATION

Taking out enemies during regular combat refills your Blacksight meter.

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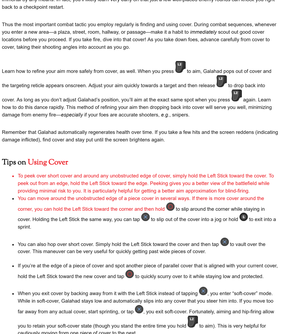
Game Basics
Combat Tips & Tactics

With a character-driven story at its heart, *The Order: 1886* offers a compelling narrative framework for its gameplay. But the core experience of the game is some pretty heated combat employing a variety of weapons, foes, and environments.

With the help of the Ready At Dawn team, we've put together a quick list of tips and tactics that can help you fend off rebels, lunatics, and Lycans alike. But before we get to our list, let's start with what we consider Our Top Of Tips.

THE IMPORTANCE OF COVER



The key to survival in *The Order: 1886* is to realize that, despite the benefits of Blackwater, it does not make Galahad immortal by any means. In fact, you'll likely learn very early on that just a few well-placed enemy rounds can knock you right back to a checkpoint restart.

Thus the most important combat tactic you employ regularly is finding and using cover. During combat sequences, whenever you enter a new area—a plaza, street, room, hallway, or passage—make it a habit to immediately scout out good cover locations before you proceed. If you take fire, dive into that cover! As you take down foes, advance carefully from cover to cover, taking their shooting angles into account as you go.

Learn how to refine your aim more safely from cover, as well. When you press L1, to aim, Galahad pops out of cover and the targeting reticle appears onscreen. Adjust your aim quickly towards a target and then release L1 to drop back into cover. As long as you don't adjust Galahad's position, you'll aim at the exact same spot when you press L1 again. Learn how to do this dance rapidly. This method of refining your aim then dropping back into cover will serve you well, minimizing damage from enemy fire—especially if your foes are accurate shooters, e.g., snipers.

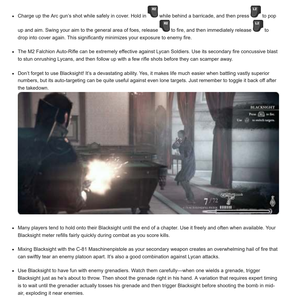
Remember that Galahad automatically regenerates health over time. If you take a few hits and the screen reddens (indicating damage inflicted), find cover and stay put until the screen brightens again.

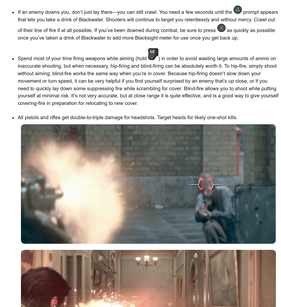
Tips on Using Cover

- To peek over short cover and around any unobstructed edge of cover, simply hold the Left Stick toward the cover. To peek out from an edge, hold the Left Stick toward the edge. Peeking gives you a better view of the battlefield while providing minimal risk to you. It is particularly helpful for getting a better aim approximation for blind-firing.
- You can move around the unobstructed edge of a piece cover in several ways. If there is more cover around the corner, you can hold the Left Stick toward the corner and then tap X to slip around the corner while staying in cover. Holding the Left Stick the same way, you can tap X to slip out of the cover into a jog or hold X to exit into a sprint.
- You can also hop over short cover. Simply hold the Left Stick toward the cover and then tap X to vault over the cover. This maneuver can be very useful for quickly getting past wide pieces of cover.
- If you're at the edge of a piece of cover and spot another piece of parallel cover that is aligned with your current cover, hold the Left Stick toward the new cover and tap X to quickly scurry over to it while staying low and protected.
- When you exit cover by backing away from it with the Left Stick instead of tapping X, you enter "soft-cover" mode. While in soft-cover, Galahad stays low and automatically slips into any cover that you steer him into. If you move too far away from any actual cover, start sprinting, or tap X you exit soft-cover. Fortunately, aiming and hip-firing allow you to retain your soft-cover state (though you stand the entire time you hold L1 to aim). This is very helpful for cautiously moving from one piece of cover to the next.

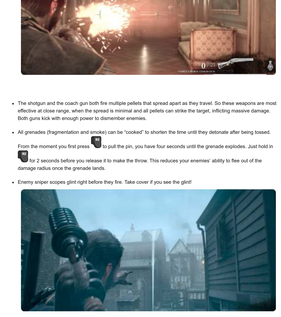
TIPS LIST

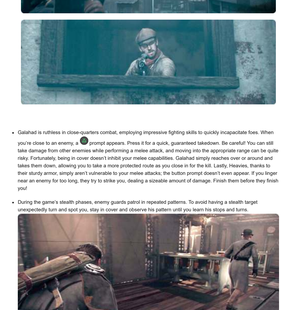
- Use the Thermite Rifle to attack enemies hiding behind cover. Just fire the cloud above them and ignite it with your AstFire flare to rain thermite down on foes you couldn't hit with other guns.



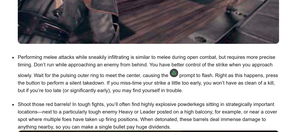


- Smoke grenades can also be useful against enemies in cover. A well-tossed smoke grenade often flushes foes out of hiding. It also stuns enemies, so you can target them more carefully for headshots without taking as much incoming fire.
- Don't waste time with specific aiming when using the Arc Induction Lance. Point it in a general area after charging up then discharge when ready. Its electrical bolt automatically finds the nearest target within the targeting reticle, which is fairly wide.

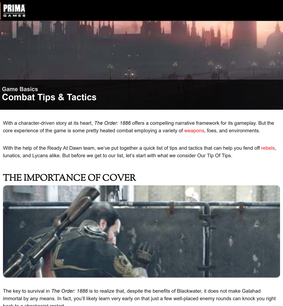




- Charge up the Arc gun's shot while safely in cover. Hold in R2 while behind a barricade, and then press L1 to pop up and aim. Swing your aim to the general area of foes, release L1 to fire, and then immediately release R2 to drop into cover again. This significantly minimizes your exposure to enemy fire.
- The M2 Falchion Auto-Rifle can be extremely effective against Lycan Soldiers. Use its secondary fire concussive blast to stun onrushing Lycans, and then follow up with a few rifle shots before they can scamper away.
- Don't forget to use Blacksight! It is a devastating ability. Yes, it makes life much easier when battling vastly superior numbers, but its auto-targeting can be quite useful against even lone targets. Just remember to toggle it back off after the takedown.

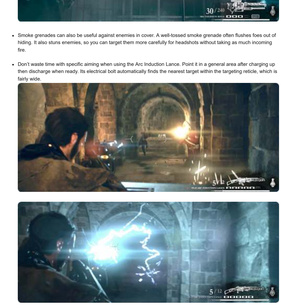


- Many players tend to hold onto their Blacksight until the end of a chapter. Use it freely and often when available. Your Blacksight meter refills fairly quickly during combat as you score kills.
- Mixing Blacksight with the C-61 Maschinenpistole as your secondary weapon creates an overwhelming hail of fire that can swiftly tear an enemy platoon apart. It's also a good combination against Lycan attacks.
- Use Blacksight to have fun with enemy grenadiers. Watch them carefully—when one wields a grenade, trigger Blacksight just as he's about to throw. Then shoot the grenade right in his hand. A variation that requires expert timing is to wait until the grenadier actually tosses his grenade and then trigger Blacksight before shooting the bomb in mid-air, exploding it near enemies.
- If an enemy downs you, don't just lay there—you can still crawl. You need a few seconds until the prompt appears that lets you take a drink of Blackwater. Shooters will continue to target you relentlessly and without mercy. Crawl out of their line of fire if at all possible. If you've been downed during combat, be sure to press to quickly as possible once you've taken a drink of Blackwater to add more Blacksight meter for use once you get back up.
- Spend most of your time firing weapons while aiming (hold L1). I'm order to avoid wasting large amounts of ammo on inaccurate shooting, but when necessary, hip-firing and blind-firing can be absolutely worth it. To hip-fire, simply shoot without aiming; blind-fire works the same way when you're in cover. Because hip-firing doesn't slow down your movement or turn speed, it can be very helpful if you find yourself surprised by an enemy that's up close, or if you need to quickly lay down some suppressing fire while scrambling for cover. Blind-fire allows you to shoot while putting yourself at minimal risk. It's not very accurate, but at close range it is quite effective, and is a good way to give yourself covering-fire in preparation for relocating to new cover.
- All pistols and rifles get double-to-triple damage for headshots. Target heads for likely one-shot kills.



- The shotgun and the coach gun both fire multiple pellets that spread apart as they travel. So these weapons are most effective at close range, when the spread is minimal and all pellets can strike the target, inflicting massive damage. Both guns kick with enough power to dismember enemies.
- All grenades (fragmentation and smoke) can be "cooked" to shorten the time until they detonate after being tossed. From the moment you first press R1 to pull the pin, you have four seconds until the grenade explodes. Just hold in R1 for 2 seconds before you release it to make the throw. This reduces your enemies' ability to flee out of the damage radius once the grenade lands.
- Enemy sniper scopes glint right before they fire. Take cover if you see the glint!

- Galahad is ruthless in close-quarters combat, employing impressive fighting skills to quickly incapacitate foes. When you're close to an enemy, a prompt appears. Press it for a quick, guaranteed takedown. Be careful! You can still take damage from other enemies while performing a melee attack, and moving into the appropriate range can be quite risky. Fortunately, being in cover doesn't inhibit your melee capabilities. Galahad simply reaches over or around and takes them down, allowing you to take a more protected route as you close in for the kill. Lastly, Heavies, thanks to their sturdy armor, simply aren't vulnerable to your melee attacks; the button prompt doesn't even appear. If you linger near an enemy for too long, they try to strike you, dealing a sizable amount of damage. Finish them before they finish you!
- During the game's stealth phases, enemy guards patrol in repeated patterns. To avoid having a stealth target unexpectedly turn and spot you, stay in cover and observe his pattern until you learn his stops and turns.



- Performing melee attacks while sneaky infiltrating is similar to melee during open combat, but requires more precise timing. Don't run while approaching an enemy from behind. You have better control of the strike when you approach slowly. Wait for the pulsing outer ring to meet the center, causing the prompt to flash. Right as this happens, press the button to perform a silent takedown. If you miss-time your strike a little too early, you won't have as clean of a kill, but if you're too late (or significantly early), you may find yourself in trouble.
- Shoot those red barrels! In tough fights, you'll often find highly explosive powderkegs sitting in strategically important locations—next to a particularly tough enemy Heavy or Leader posted on a high balcony, for example, or near a cover spot where multiple foes have taken up firing positions. When detonated, these barrels deal immense damage to anything nearby, so you can make a single bullet pay huge dividends.

Weapons
Overview

One of the most striking elements of *The Order: 1886* is its array of imaginative weaponry that melds 19th century aesthetics with modern lethality. Once you've wielded an Arc Induction Lance, nothing else will ever feel quite adequate. Special thanks to our friends at Ready At Dawn for the stats and commentary they provided for each weapon.

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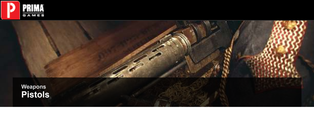

DAVIES MK I SERVICE REVOLVER

Compact and powerful, this common pistol is used extensively by the Rebels, and is standard issue for the Royal Army.

Fighting with this weapon

This Mk I Service Revolver works best at close range in patient hands. While its rate of fire and accuracy are less than that of the C-78 Autoloading Pistol, it is demonstrably more powerful. A single round staggers most opponents, giving you plenty of time to follow up with a second, killing shot—two bullets is usually all it takes! Because of its short barrel and somewhat diminished accuracy, it's not recommended to attempt precision shots with this weapon. Instead of taking your time with headshots, try aiming for two easy shots to the torso to dispatch foes quickly. It can also be useful for dealing with encroaching Sholgunners. Hit them once to stagger them, allowing you to safely move in for a melee takedown while they're still reeling.

Fighting against this weapon

As a Knight, this weapon poses a fairly minimal threat at range. However, if you're already badly wounded, a single shot from a Mk I Service Revolver can be all it takes to finish you off! Additionally, large numbers of foes with this weapon can deal a surprising amount of damage, especially if you stay exposed out of cover for too long.

STATS	
Ammo	6/36

BORCHARDT C-78 AUTOLOADING PISTOL

This versatile pistol is the standard issue sidearm for Knights of The Order and United India Company guards, while the Rebels have managed to obtain significant numbers of stolen C-78's, making it the most commonly available pistol in the game.

Fighting with this weapon

Surprisingly accurate, the C-78 can be effective even slightly past mid-range, while its impressive rate of fire allows it to be dangerous at close range (though often at the expense of ammunition). As such, the key to using the C-78 effectively is knowing how best to treat it at any given range:

- Close Range: Forgo precision (even to the point of relying on hip-fire instead of aiming) while pulling the trigger as fast as possible to lay down an impressive barrage of fire…as long as you land at least three of your nine shots, you'll come out ahead against most foes.
- Mid-Range: This is where the C-78's accuracy truly shines! Take your time to aim for headshots and you can become a methodical killing machine that never has to worry about ammunition. Even if you miss, you have a large enough clip to make multiple follow-up attempts.
- Long Range: While the C-78 can still down foes at this range, it starts to lose power and can't reliably land headshots. If possible, close the gap or use something better suited to the distance.

Fighting against this weapon

Similar to the Mk I Service Revolver, an individual C-78 isn't a particularly big threat to a Knight. However, between their rate of fire and accuracy, a group of them can be quite damaging at mid-range. Furthermore, if you're too close to a foe, they try to unload their entire magazine into you as fast possible. If they all hit, it's more than enough to make you have to reach for your Blackwater.

STATS	
Ammo	9/72

FEEDERLE C-81 MASCHINENPISTOLE

This impressive little gun can be absolutely ruthless at close range, downright murderous with Blacksight, and forceful in sending a whole group of enemies ducking behind cover. However, its effectiveness quickly diminishes with range. While short controlled bursts can help compensate for its lack of accuracy, its power per-shot leaves it lagging behind every other pistol at even mid-range. Used by Rebels, the United India Company, and the Royal Army, the C-81 isn't nearly as common as the Mk I or the C-78, but can be found often enough to usually be a viable choice.

Fighting with this weapon

This weapon guzzles ammunition faster than any other weapon in the game, and doesn't carry a particularly large amount in reserve. To avoid running out, it needs to be used deliberately in the scenarios that maximize its potential, making it truly a "secondary" weapon. Trying to use it exclusively can result in shortages of ammunition or too frequently endangering yourself to get into close range. However, if you find yourself engaged in a close-quarters battle, it can be an excellent counterpart to a more accurate primary weapon. Lastly, a loaded C-81 and a full melee of Blacksight can turn a fight around; use it to quickly dispatch multiple foes or even outright kill a Heavy!

Fighting against this weapon

Keep your distance! Enemies with the C-81 shoot much more sparingly at range, but in close quarters they simply hold the trigger down until one of you stops moving. Even if you have Blackwater, you may not get a chance to use it if you get caught in the sights of an enemy C-81.

STATS	
Ammo	25/150

M4 'DRAGOON' CARTRIDGE-REVOLVER

This powerful pistol, built as a new upgrade to much older M3 Dragoons, is extremely rare. It's found (in very small quantities) only in the workshops and armouries of the United India Company and the Royal Army.

Fighting with this weapon

Fairly accurate and capable of killing most foes with a single shot, the Dragoon is a blast to use—just line up your shot and watch them fall! Grenadiers and Sholgunners need headshots if you want to get a one-hit kill, while Heavies can withstand substantially more rounds. In fact, Heavies are the only enemies that give you any trouble while wielding this weapon, but a well-placed headshot can at least send them reeling.

Fighting against this weapon

Fortunately, you're never forced to fight against this beast of a pistol.

STATS	
Ammo	6/12

WORCESTER 'DUELIST' DOUBLE-BARREL REVOLVER

Used by Leaders, the Duelist is an uncommon but powerful pistol that is competent at most ranges. Its most distinguishing feature? A single pull of the trigger fires two powerful rounds in quick succession!

Fighting with this weapon

The trick to using the Duelist is ensuring that both rounds land on-target. If they do, that's the end of the line for most enemies. To do this, fight the urge to aim for the head and instead target low on the torso (the farther the target, the lower you should go), ensuring that the recoil of the first shot doesn't send the second shot sailing over the target's head. Fortunately, a single round to the head is still effective, and following up with a second pair of rounds is fast enough that you can make short work of sturdier enemies as well.

Fighting against this weapon

It can be easy to underestimate the danger of a Leader and his Duelist. Three pulls of the trigger is all it takes for him to eliminate you, even from a sizable distance. As such, Leaders should be dealt with quickly.

STATS	
Ammo	10/40

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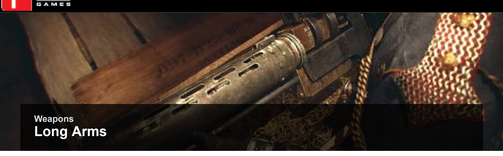


Weapons
Long Arms

ESSEX M82 SELFLOADER CARBINE

This common rifle can be found in the hands of Rebels, United India Company guards, and the Royal Army. Accurate and powerful, it can be deadly in the hands of a skilled shooter.

Fighting with this weapon

In many ways, the M82 Selfloader Carbine can be thought of as a "big brother" to the C-78 Autoloading Pistol: it is more powerful and more accurate, able to stagger most enemies with a single round and kill them with a second, but it is also slightly slower and doesn't hold quite as many rounds as the C-78. As such, it requires a bit more care when being used at close range, but it is also more effective at mid-to-long ranges. Specifically:

- Close Range: Use your first shot to stagger the target, giving you plenty of time to recover from the sizable recoil and line up a clean second shot. A torso shot will suffice for anything less than a Shotgunner. If you're extremely close, try aiming the first shot low to account for the recoil, allowing the second shot to hit home immediately after.
- Mid-to-Long Range: At mid-range, the M82 can be extremely effective for scoring clean headshot kills. At longer ranges most enemies won't be able to accurately return fire, allowing you to methodically land pairs of torso-shots to pick them off one by one.

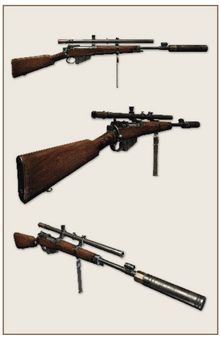
Additionally, the M82 is common enough that it is almost always a safe choice as a primary weapon; you most likely won't have to worry too much about ammo.

Fighting against this weapon

In enemy hands this weapon can be surprisingly damaging as they lay down slow but steady fire from afar. A group of Soldiers armed with M82's can take you down quickly if you don't stick to cover. Fortunately, their aim is somewhat diminished by the unwieldy rifle when you get close, but if you get too close they'll forgo aiming to pump rounds into to you as fast as possible; it takes only five rounds to incapacitate you.

STATS	
Ammo	6/60

ESSEX M84 MARKSMAN CARBINE



Used exclusively by enemy Snipers, this precision rifle isn't commonly available, but if you prefer to engage foes carefully from afar then this is your weapon.

Fighting with this weapon

As one might expect, this weapon is best suited to long-range engagements. Use the default scope view to scan for targets; you can press V to toggle the variable magnification, allowing you to line up more precise shots as needed. Additionally, you can hold L3 to hold your breath and steady your aim, something that can be crucial when trying to line up a headshot. Fortunately, a shot from waist-up on anything less than a Heavy is an immediate kill, so you don't need to be overly precise unless your foe is armoured…in which case, you'll need three clean headshots to get the job done! Lastly, note that this weapon cannot be hip or blind-fired; you must take aim to use it.

Fighting against this weapon

Review the Sniper section for specific details on how these enemies fight, but suffice it to say you should always try to keep solid cover between you and the barrel of an enemy Marksman Carbine. It only takes two shots to put you down! Additionally, getting hit by this weapon causes you to stagger backward, potentially knocking you out of cover if you're not careful.

STATS	
Ammo	5/30

BERGMANN M85 AUTOMATISCH

This fully-automatic firearm is used by the Rebels, United India Company, and Royal Army, all to great effect. It is particularly capable in mid-to-close range engagements, but can also be used to lay down suppressing fire at longer ranges.

Fighting with this weapon

While the M85 Automatisch can easily chew through rounds when fired "full auto," it is also quite effective when used in short, controlled bursts. Additionally, it is common enough that ammo should be plentiful, making it a safe choice for a primary weapon. One thing to be cautious of though:

the Automatisch becomes significantly less powerful over range, so if you wish to retain a versatile loadout, it is recommended that you bring a more accurate pistol. Alternatively, if you prefer to fight exclusively in close-quarters and plan on frequently taking the risk of closing the gap with the enemy, it can be paired with the C-81 Maschinenpistole to allow you to bring an impressive amount of firepower to bear before needing to reload.

Fighting against this weapon

The M85 can be surprisingly effective in enemy hands at longer range. As they fire in bursts, only one or two rounds will actually score a hit… but each time this happens it delays the regeneration of your health. This means that, before you know it, a few distant M85's could have you ducking behind cover, waiting to recover. Unfortunately, getting closer only makes things worse! Your foes fire longer bursts, or at extremely close range they simply fire from the hip while unloading their entire magazine into you. If you're caught in the open while this happens, you most likely won't get a chance to use your Blackwater before being gunned down.

STATS	
Ammo	30/150

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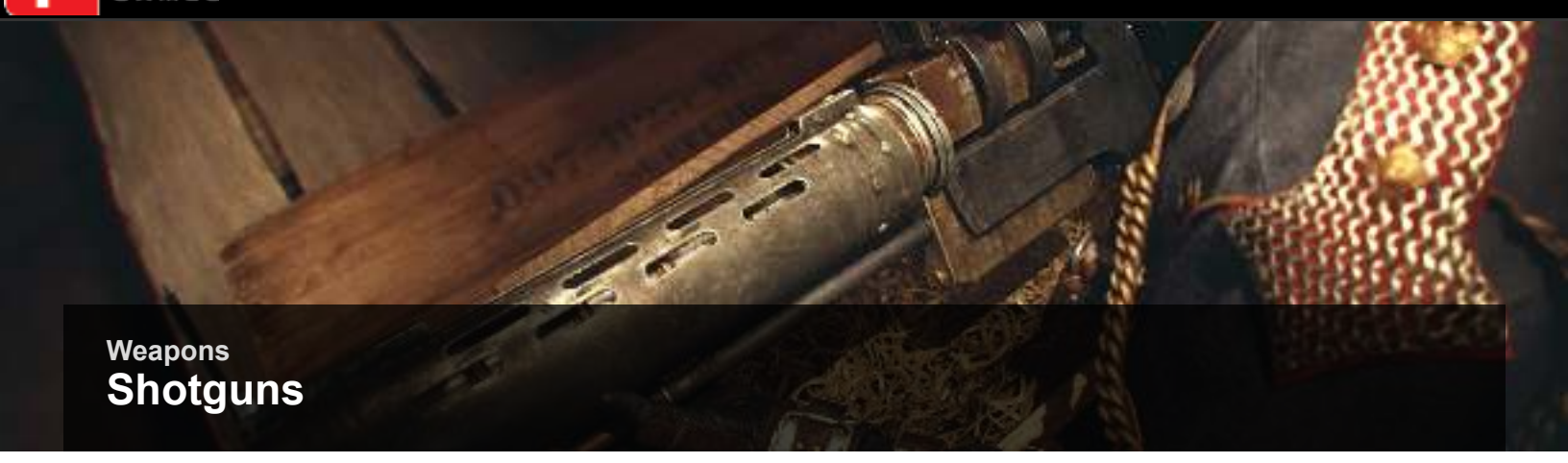

OGDEN RA-5 REPEATING 12-BORE SHOTGUN

Used by Shotgunners amongst the Rebels, United India Company, and Royal Army, the RA-5 Repeating Shotgun is able to unload a series of 12-bore shells to deadly effect at close range while still holding enough rounds to be moderately effective at even mid-range.

Fighting with this weapon

As one would expect from a shotgun, this weapon is most effective at close range. Because it fires a spread of pellets, the closer you are to your target

the more of that “spread” hits it. Additionally, the pellets significantly weaken in power at mid-range, making engagement beyond that distance a waste of ammunition. Don’t let this deter you though; at close range, a single blast can kill most targets, and at extremely close range it can blow an unarmoured head clean off! Additionally, the RA-5 is loaded one shell at a time, allowing you to top off your magazine during any down time; you can also interrupt a longer reload if the situation is dire. Lastly, a good shot from the RA-5 staggers most foes, giving you time to close the gap while lining up a second shot.

Fighting against this weapon

Beware, like the M84 Marksman Carbine, this weapon knocks you backwards if it lands a good hit on you. At close range, even getting hit in the arms while blind-firing can result in being knocked backwards out of cover, making you an easy target for any follow-up attacks. As such, it’s safest to eliminate Shotgunners and their RA-5’s before they get into range. If that fails, wait to fire between their shots to avoid getting staggered. If you have an opportunity to run away, you may be able to catch a Shotgunner performing the RA-5’s lengthy reload, but if he manages to get close again he stops reloading to resume firing.

STATS	
Ammo	5/30

WORCESTER ‘THREE CROWN’ MAGNESIUM 12-BORE COACH GUN

This brutal weapon literally shreds targets at close range by firing all three barrels simultaneously to create a massive gout of a molten magnesium shards. It may have to be reloaded after every firing, but in skilled hands there is never any immediate opposition left alive to take advantage of such an opportunity. This monster can be found in the hands of Rebel and United India Company Shotgunners alike. Even more terrifyingly, it is also used by some fully armoured Heavies, making for a foe that means almost certain death for you should he reach close range.

Fighting with this weapon

Because the Three Crown’s power is severely diminished even by mid-range, closing the gap with your foes is a must. However, the real skill of the Three Crown is in finding the right angle to catch multiple foes in a single blast. All enemies within its deadly cone of fire take damage, meaning you can easily eliminate two or more foes with a single pull of the trigger. This can be particularly important, as immediately after pulling said trigger, you need to reload before firing again. However, you can offset this risk by blind-firing the weapon. Since accuracy is hardly a concern, why bother aiming? With this same approach, you can also become a highly mobile killing machine, using sprinting and hip-fire to quickly close distance with your foes while barely losing any momentum to fire. Be careful though; timing your attack wrong can result in your taking a hail of gunfire while exposed in the open.

Fighting against this weapon

Like the RA-5, this deadly weapon can send you reeling with a good hit at close range, and it leaves you incapacitated after only two shots. Unfortunately, if this does happen, being behind cover won’t likely save you. The wielder will most likely move around and execute you before you can use Blackwater. Therefore, eliminating Shotgunners wielding the Three Crown should be your highest priority, while Heavies wielding the Three Crown should not only be your highest priority, but you should consider retreating to increase the distance between yourself and their deadly fire! Fortunately, there is a way to very effectively deal with this problem! The C-81 Maschinenpistole and a full meter of Blacksight can easily eliminate even a pair of Three Crown Shotgunners or a single Heavy, so if you find these particular foes to be troublesome, it may be worth it to carry a C-81 specifically for dealing with them.

STATS	
Ammo	3/30

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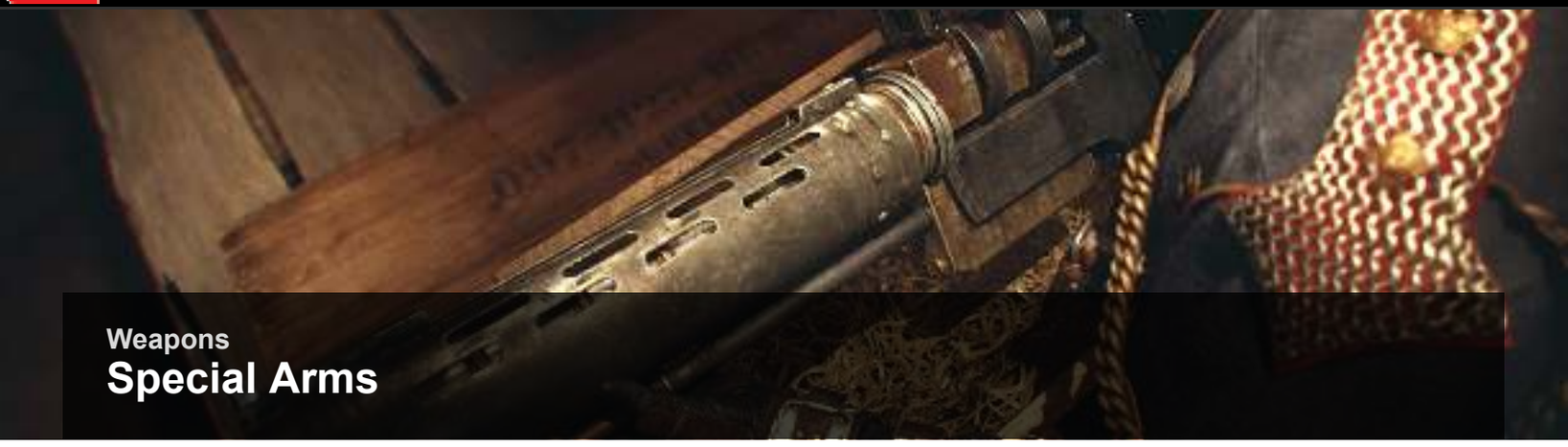


Special Arms

ESSEX M2/PN83 'FALCHION' AUTO-RIFLE

More accurate than the M85 Automatisch, and faster firing than the M82 Selfloader Carbine (thanks to being fully-automatic), the Falchion occupies the middle ground between those two weapons to provide a single, extremely versatile armament. It gets even better though—with the underslung Pn83 (that can be triggered via Alt-Fire on R1), the Falchion can stun entire groups of opponents at close range, shatter flimsy cover, and even repel Lycans! Its only major downside is its rarity. Made specifically for the Knights of The Order, only the occasional trial unit or cross-training loan can be found in the armouries of the United India Company and the Royal Army.

Fighting with this weapon

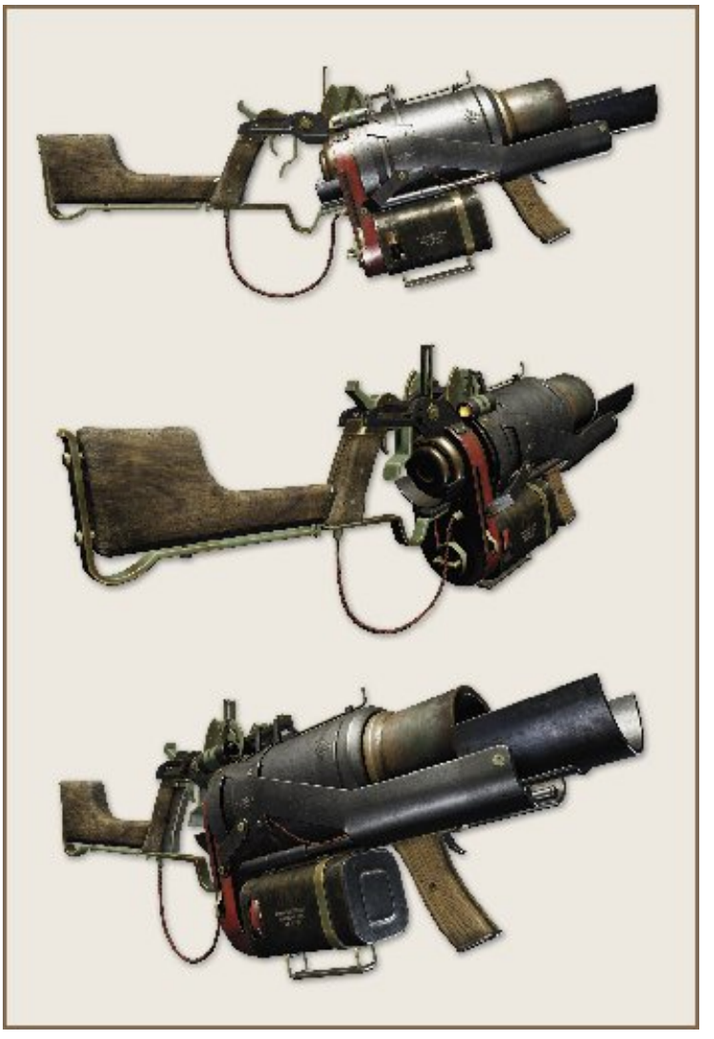
The Falchion remains accurate and effective at mid-to-long ranges, requiring only a quick burst of three rounds to finish most foes; at extremely close ranges, only two rounds are needed. Additionally, its recoil is manageable enough such that the trigger can be held down with only a minimal reduction in accuracy, a feature that is crucial when fighting Heavies (who are effectively immune to the Pn83's concussive blast). Aim at their head and don't let up until they go down! On the other hand, the Pn83 is all but invaluable when fighting Shotgunners. Wait for them to close in on you, and then simply blind-fire the Pn83 in their general direction to stun them. From there, you can either sweep in for a melee takedown, or finish them off with primary fire from the M2 Auto-Rifle if you prefer to hold your ground. Lastly, a well-timed blast from the Pn83 can repel a charging Lycan, giving you an opportunity to land a few more rounds, oftentimes just enough to down the beast.

Fighting against this weapon

Fortunately, this extremely effective weapon isn't something you'll have to face.

STATS	
Ammo	20/160

TS-17 REMOTE DETONATION SYSTEM



Known more commonly as the 'Detonator,' this technologically advanced weapon is rightly feared for its ability to launch multiple explosive charges that adhere to surfaces and can be remotely detonated at will. Fortunately, it's rare that you'll face this deadly weapon, as it's only wielded by Heavies of the United India Company and Royal Army.

Fighting with this weapon

Unlike most other weapons, the Detonator often is most effective when you're not aiming directly at your target. Instead, try aiming at the ground between him and another enemy, allowing you to catch both of them in a single explosive blast. However, if they are very close to one another, you can try for a direct hit; if you're successful, the explosive charge goes off automatically! When you don't score direct hits, your charges can be set

off by tapping Alt-Fire R1 to detonate your charges one at a time (the first charge you launched is the first to detonate), or you can hold R1 to detonate them all simultaneously. This weapon is easiest to use when you have the high-ground, allowing you to easily land charges behind enemy cover.

Fighting against this weapon

When fighting against a Detonator, listen for the distinctive “clink!” sound of a charge adhering to a surface. Once you’ve heard that sound, you need to determine if you’re safe from the charge, or need to move to avoid it. Fortunately, you have two tools for determining how close a charge is. The threat indication icon appears, potentially prompting you to press to dodge away from the charge if it’s very close. In addition to this, you can also hear interference over your Communicator when near a charge; the closer you are, the louder the interference will be. If you’re near the charge, obviously you should move to avoid taking serious damage from its blast (even the edge of the blast can cause you to stagger). If you’re not near the charge, you should strongly consider staying put; accidentally wandering into the blast can be disastrous.

STATS	
Ammo	4/8

ESSEX M86/FL THERMITE RIFLE

The Thermite rifle is a stunning technological achievement—and we mean that literally. Its ability to engulf an area in a noxious cloud of aluminium iron oxide grit causes those within to break cover in a fit of coughing. But the truly stunning effect is seen once a flare is launched into the cloud, igniting it in a spectacular shower of sparks and potentially immolating anyone unfortunate enough to be in the area. This deadly piece of hardware can be found in the hands of Rebel, United India Company, and Royal Army Heavies.

Fighting with this weapon

A single pull of the trigger

fires a burst of ten frangible rounds that break into small puffs of aluminium iron oxide grit upon impact. When firing at a single target, the inherent inaccuracy of these rounds gives you an effective spray pattern to make a sizable cloud of ignitable airborne grit. Alternatively, you can sweep a broad area as the burst fires, allowing you to potentially catch many foes in a single burst. Do not be afraid to follow up with a second burst if you need more coverage. Also note that even direct hits from these frangible rounds do very little damage; attempting to kill a foe with only the primary fire is a waste of ammunition.

Next, once you've caught your target(s) in a cloud of grit, Alt-Fire

an ignition flare into the cloud to initiate the weapon's namesake "thermite" reaction. These flares travel slowly in a bit of a corkscrew pattern, but clouds they strike are immediately ignited, creating brief, but extremely high-temperature blasts that ignite any unarmoured enemies in the immediate vicinity. Additionally, the shower of molten sparks that rains down from the blast can be similarly damaging, though it is not powerful enough to be lethal against an undamaged foe. However, any foe that is currently ignited can act as an ignition source for other clouds of grit, including new ones you fire. This can allow you to finish off a target that was only caught by the shower of sparks, or can allow you to spread the blast even farther to other targets nearby. This can be particularly important because, while you do have an unlimited supply of flares, you have to wait for the auto-loader to finish before being able to fire another one. Note that flares can be somewhat damaging all on their own; a

direct hit causes the target to stagger backward. While it takes a total of three direct hits to kill even the weakest of enemies, the flare adheres to them (like any other surface), while the staggering allows you to easily follow up with a burst of primary fire and set off a deadly thermite reaction right on top him.

Given these features, the Thermite Rifle is a very effective weapon for dealing with large groups of enemies, as well as for dealing with foes that are entrenched behind cover. The coughing exposes them, and the igniting blast of the thermite reaction will surely finish them.

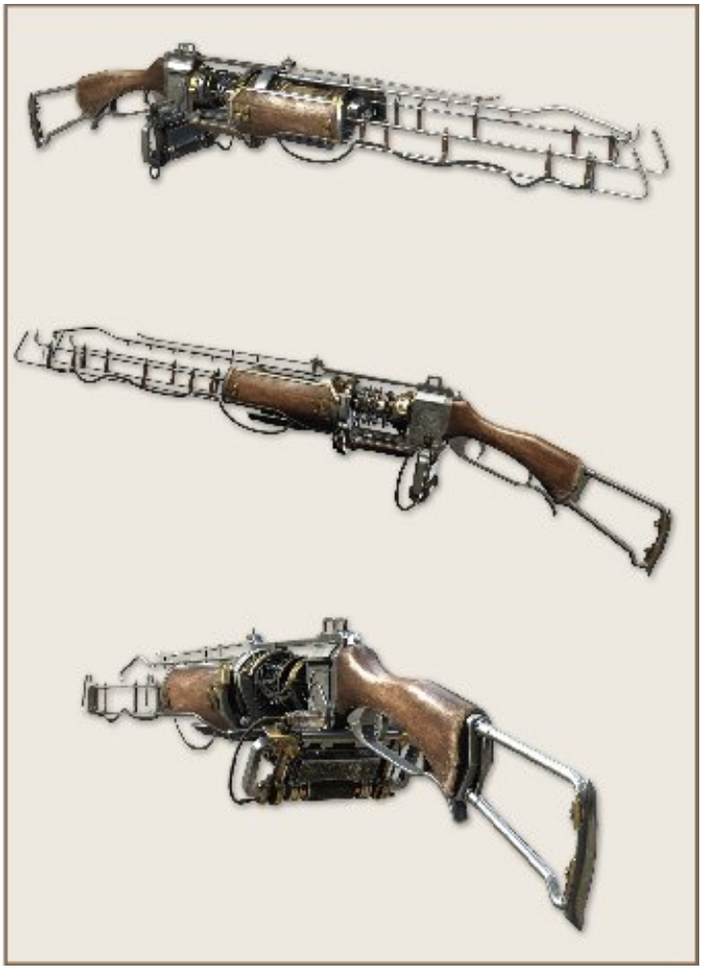
Fighting against this weapon

Unfortunately, everything that makes the Thermite Rifle excellent for destroying your foes also makes it quite deadly when used against you. While facing a Heavy wielding a Thermite Rifle, you need to remain highly mobile. The weapon's ability to engulf entire pieces of cover in a deadly inferno means that staying put usually isn't an option. However, staying on the move out of cover can be dangerous if there are foes with more traditional weapons around, so you need to take them out quickly to avoid getting gunned down in the open.

Once you can move freely, it simply becomes a matter of staying out of the grit clouds while returning fire to slowly whittle down the Heavy. There is, however, one exception to this: if you get directly hit by the Heavy's flare, you need to change tactics immediately! A single round of primary fire landing anywhere near you can be quite damaging, as it will be ignited by the flare now attached to you! In this scenario, your safest option is to find a tall piece of cover and keep it between you and the Heavy until the flare burns out; actually attaching to the cover would be a mistake though, as it will most likely end up engulfed in a cloud of grit. As such, you'll actually want to stand a few feet behind the cover to avoid igniting anything.

STATS	
Ammo	40/400

TS-23 RESONANT CIRCUIT ARC INDUCTION LANCE



Sometimes referred to as the Arc Gun or Arc Rifle, this magnificent weapon is extremely deadly—and even a bit gruesome—as it harnesses raw electrical power to deal severe bodily harm to even the strongest of foes.

Fighting with this weapon

The Arc Induction Lance must be charged in order to fire. Hold R2 to charge the weapon, and release it to fire. While this charge delay is very brief (less than one second), it can be off-putting for some. However, in practiced hands, this weapon is absurdly effective. Pay attention to the audio, visual, and controller rumble cues to learn the timing of the charge, and soon you'll be able to fire the weapon with ruthless efficiency. From there, using the weapon is a simple matter of pointing it in the general direction of your opponent; the bolt of electricity unleashed by this weapon arcs to the target as long as they're somewhere within the reticle. In other words, precision is not required! The time it takes you to charge the weapon should be long enough to line up your next target, so once you get the hang of it, this weapon allows you to down a target about once a second.

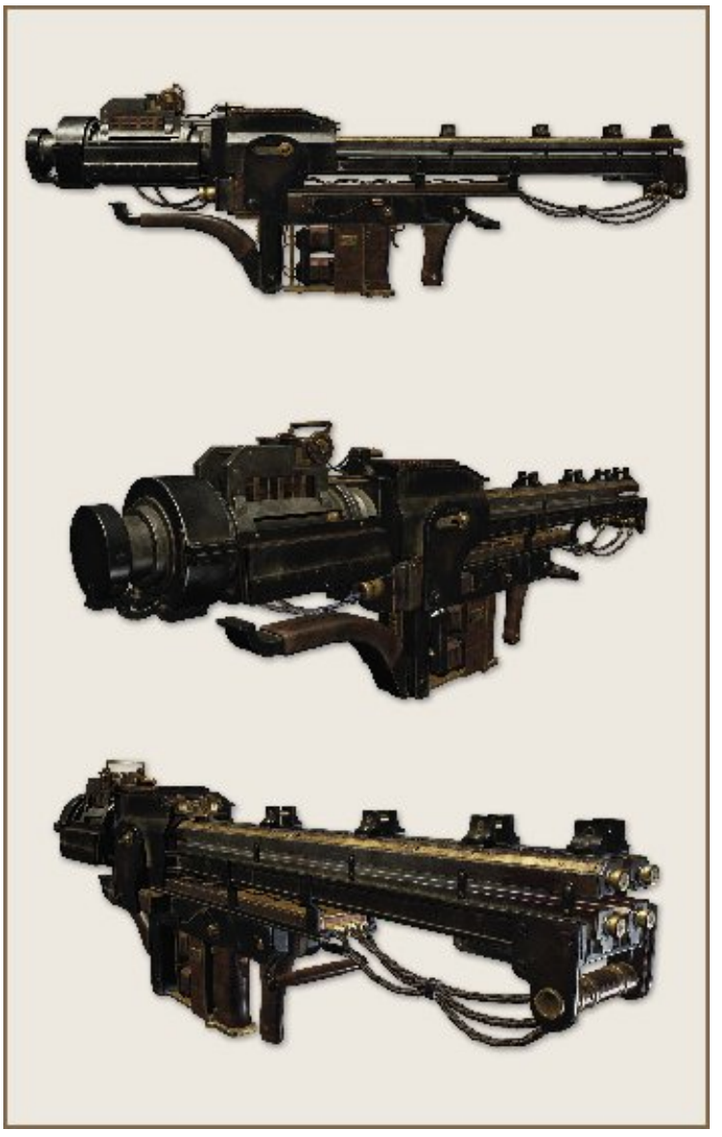
But wait, it gets even better! Given the weapon's ability to trivialize aiming, it can be extremely effective while blind-firing. This allows you to rapidly eliminate foes while taking minimal risk yourself, meaning that as long as you can sustain the weapon's reasonable ammunition requirements, you haven't much to worry about. Furthermore, the Arc Induction Lance is one of the most effective weapons for dealing with Heavies. The first bolt sends him reeling as the electrical charge disperses across his armour, while the second shot cooks him alive inside his otherwise protective shell. The only scenario where the Arc Induction Lance faces significant difficulty is when fighting a large group of enemies in close quarters. The charge time can be problematic when an enemy suddenly appears in close proximity by popping out from behind cover, and the ammunition consumption can be significant.

Fighting against this weapon

Lucky for you, this prototype weapon is so specialized and rare that you never have to face a foe wielding it.

STATS	
Ammo	6/12

TS-29 MAGNETICALLY-ASSISTED CANNON



This monstrously powerful shoulder cannon combines traditional firearm technologies with electro-magnetic assistance to launch very heavy projectiles at incredible speed, resulting in a sizable explosive blast at the point of impact. While the Rebels manage to get their hands on a single prototype of this deadly weapon, you get to turn it against them shortly afterward.

Fighting with this weapon

The TS-29 requires a moment to charge its electrical components, resulting in a small delay from the time when you pull the trigger to when the weapon actually fires. Beyond that, it's a fairly simple point-and-shoot affair, though it is recommended that you try to catch as many targets in a single blast as possible (even if it means aiming at the ground near them instead of directly at them). Lastly, the stacked-cartridges allow you to fire the weapon three times in quick succession before needing to reload; this can be useful for quickly following up on any targets caught staggering in the outer fringes of a prior blast.

Fighting against this weapon

In short: kill him before he kills you. A single hit from this weapon spells disaster, so your only real choice is to close to an effective distance, forcing the weapon's wielder to expose himself while you take your shot. See the section regarding this specific battle in the Chapter VIII: Under Siege portion of the Story Walkthrough for further details.

STATS	
Ammo	3/∞

CROFTON-WOOLWICH REPEATING COMPOUND ARBALEST

This crossbow is a silent, deadly, and highly accurate stealth weapon. Given its atypical nature, it can't be found in the armed forces of any of the opposing factions you face.

Fighting with this weapon

Your bolts instantly kill anything less than a Heavy if you score a hit, the trick here being properly accounting for the travel time of the projectile. Unlike most other weapons, the Arbalest projectiles need a (very short) period of time to reach their target; the farther the target, the longer it takes to reach it. This can make hitting moving targets a bit difficult, but since the projectiles are perfectly accurate (they go exactly where your crosshair aims them), carefully leading a target can be effective. Beware though! While sneaking about with this weapon, a missed shot can alert your target, sending him looking in your general location and increasing the chance of your being spotted. Additionally, since ammo can only be obtained from crates, you need to use the Arbalest carefully and precisely if you don't want to run out of bolts. Like the M84 Marksman Carbine, this weapon cannot be hip or blind-fired: you must take aim to shoot.

Fighting against this weapon

Like several of the other weapons used exclusively by the Knights, the Arbalest is never used against you.

STATS	
Ammo	5/10

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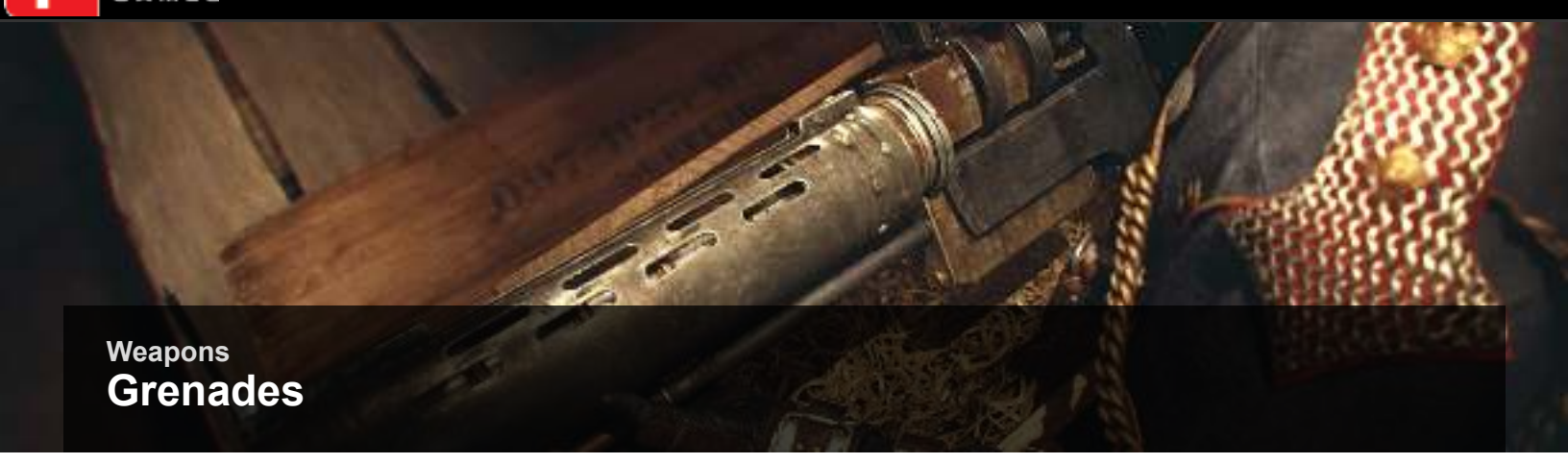

Weapons
Grenades

MILLS MK IV FRAGMENTATION GRENADE

This hand grenade can kill multiple foes in a single blast with a good throw, making it a deadly armament in yours and enemy hands. It is used by Rebels, the United India Company, and the Royal Army, making it fairly common.

Fighting with this weapon

The Frag Grenade can be aimed with L2 and “fired” (thrown) with R2. More specifically, Galahad pulls the pin as soon as you press R2, but he doesn’t actually throw the grenade until you release R2, allowing you to “cook” the grenade, causing its fuse to start burning down before you throw it. Since the Mk IV’s fuse is four seconds long, “cooking” is helpful for making sure enemies don’t have time to escape the blast. On the other hand, cooking a grenade for too long will not end well…

Hip-fire and blind-fire can be an effective means for quickly getting a grenade out in the general direction you want, while peeking first can be helpful for subtly more precise throwing. However, if you need to sling your grenade to a specific location, aiming with L2 draws an arc to indicate how the grenade will travel. Note, however, that this arc does not account for bounces, drawing only where the grenade initially strikes. Fortunately, the blast is large enough that extreme precision isn’t required: enemies closest to the center are killed outright, while those farther away are significantly stunned by the concussive blast.

Fighting against this weapon

In the hands of the enemy, these grenades are a serious threat. If you’re caught in the center of the blast you’re downed immediately, while getting hit by the edges of the blast can briefly stun you. Getting well clear of live grenades is crucial to your survival, to the point that you should be willing to leave cover and risk gunfire in order to avoid them. When a grenade is near, an icon appears on the HUD in bright red, making it easy to spot; if you’re close enough to the grenade, the icon changes into a prompt for the ✕ button, allowing you to roll away from the grenade by holding the Left Stick in any direction and tapping ✕. You should wait until the grenade has exploded before returning to your spot, but if you’re impatient, you can use Blacksight to easily target and destroy the grenade. In fact, Blacksight can be used in this same way to shoot mid-air grenades (an enemy’s or yours) or even to detonate a grenade in the hands of an enemy Grenadier, instantly killing him and any foes nearby!

STATS	
Ammo	1/3

MILLS MK IV-S MULTIPURPOSE SMOKE GRENADE

The cloud of smoke generated by these grenades can be useful to provide a protective screen to block enemy vision, but it is also quite effective at flushing targets from cover, causing them to cough and gag as they stumble out of the smoke. This is particularly useful in areas where the destruction caused by Fragmentation Grenades would simply be unacceptable (like aboard an airship). You face Grenadiers throwing Smoke Grenades amongst both the Rebels and the United India Company.

Fighting with this weapon

Smoke Grenades are operated identically to Frag Grenades, with the same fuse time (the only difference being that if you “cook” a Smoke Grenade for too long, you just end up looking silly instead of being incapacitated or killed). While the smoke cloud can be helpful for blocking the enemy’s line of fire, it also blocks yours, making it a double-edged sword. Where the Smoke Grenade truly shines is in flushing out and stunning enemies while denying them cover. They avoid entering the smoke as much as possible, and those caught in the smoke are stuck coughing for several seconds. This is helpful for buying you some time to heal, but it also can allow you to melee or gun down several targets as they try to clear their lungs. It can also help break a Shotgunner’s assault, but is completely ineffective against Heavies; they’ll simply wade through the smoke and continue firing.

Fighting against this weapon

It can be very difficult to distinguish between a Smoke Grenade and a Frag Grenade. When in doubt, assume it’s a Frag Grenade and get out of there! If you do end up in a cloud of smoke, you’ll have a hard time seeing, making it possible for enemies to flank you. As such, you should try to relocate if at all possible, only holding your ground if absolutely necessary.

STATS	
Ammo	1/3

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Enemies
Overview

Numerous foes ranging from bedraggled mental patients, to streetwise rebels, to Company-hired mercenaries, to Royal Army redcoats stand in the way of Galahad's quest in *The Order: 1886*. But regardless of their affiliation, your human enemies are divided into six distinct classes: Soldier, Leader, Shotgunner, Grenadier, Sniper, and Heavy.

Regardless of faction, enemies of a particular class all tend to behave the same, sporting roughly equivalent capability and durability whether rebel, mercenary, or trooper. So let's start by taking a look at each class.

Soldier

The term "Soldier" is here used in a generic sense, as in "a person who serves a cause"; while UIC and Royal Army Soldiers are also professional soldiers, hospital escapees and Rebel Soldiers certainly are not. Regardless, "Soldiers" are the most common class of enemy, armed with only standard rifles or pistols. Most Soldiers fight from cover, retreating behind it when taking heavy fire or while reloading, but in certain scenarios they may be bold enough to aggressively fight in the open.

Shotgunner

A dangerous foe not to be taken lightly, "Shotgunners" (or "Shotgun Specialists" amongst the more militarized factions) have a singular goal: to ruthlessly eliminate you at close range. In order to quickly reach said range, they eschew cover in favor of mobility, moving in a distinctive "running crouch" that minimizes their profile. They're also a bit tougher than Soldiers, able to take one or two more shots before going down, so be sure to identify them early and eliminate them before they get close enough to become dangerous. It can be helpful to listen for their distinctive voice as they usually order their comrades to give them cover while they get into range. Shotgunners can often be heard before they're seen.

Grenadier

Once a Grenadier has entered the fray, you will usually know by hearing the distinctive noise of them pulling the pin of their namesake armament…followed shortly by the grenade indicator UI likely appearing nearby, and inevitably a "boom." Once they've thrown their initial grenade, Grenadiers switch to their pistol and fight like a typical Soldier, periodically switching back to their grenade to flush you from cover. Grenadiers are also ever so slightly tougher than Soldiers, taking at most one extra shot to be defeated. However, well timed use of Blacksight can allow you to shoot their grenades out of the air, or even better, to detonate them in the Grenadier's hand!

Leader

Leaders fight very similarly to Soldiers, but usually prefer to remain slightly farther back than their subordinates while dealing impressive damage with their powerful 'Duelist' Revolvers. They can become a serious threat if left unchecked…but fortunately Leaders can be spotted by their distinctive hats, allowing you to pick them off. If they're hidden behind cover, you can usually shoot off their hat to lure them out for a headshot.

Heavy

Well-armed and armored, Heavies can be easily spotted by their shining metal cuirass and helms, and heard by their muffled voices. Wielding some of the deadliest weapons available, they fearlessly move into their preferred weapon range and continuously assault you, flinching at only the mightiest of wounds. In fact, they're significantly tougher than any other class—even able to withstand a bolt from the Arc Induction Lance before being defeated! Fortunately, good use of Blacksight can severely damage or even kill a Heavy. If you've been saving your Blacksight for just the right time, the appearance of a Heavy is usually it.

Sniper

When you hear the echoing report of the Sniper's powerful marksman rifle, get to cover! Able to down Galahad with only two shots, the deadly Sniper is a menace at long range; keep an eye open for the glint of light reflecting off of his scope; it means he is preparing to fire. Once the glint is gone (usually after he fires), you're safe to move or return fire, but be careful! If he managed to shoot you while you were exposed (whether merely aiming or being truly out in the open), he immediately starts lining up a second shot and the glint returns! Fortunately, there is a way to trick the Sniper into firing while minimizing your risk of being shot. Stay hunkered behind cover until the glint appears. Once it does, wait a moment or two, and then "peek" out of cover by using , tricking the Sniper into firing as if you were about to fully expose your position. If you do manage to get close enough to the Sniper, he switches to his pistol in an attempt to fend you off.

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Enemies

Hospital Escapees (Bedlamites)

You face these lunatic foes early on in the streets of Mayfair and inside the atrium. Escapees come in the basic Soldier variety only, armed with the pistols scrounged and stolen during their rampage from the Hospital.

Primary Weapons	MK I Service RevolverC-78 Autoloading Pistol
Secondary Weapon	None

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Enemies
Rebels

You face your first rebels early in Whitechapel, tangle with them again aboard the airship Agamemnon, and finally engage them in all-out war during the furious battle across the Westminster Bridge. The Rebel forces field men of all six enemy classes.

Rebel Soldier

Primary Weapons	Mk I Service RevolverC-78 Autoloading PistolC-81 MaschinenpistoleM82 Selfloader CarbineM85 Automatisch
Secondary Weapon	Lantern

Rebel Leader

Primary Weapons	"Duelist" Revolver
Secondary Weapon	None

Rebel Shotgunner

Primary Weapons	RA-5 Repeating Shotgun"Three Crown" Coach Gun
Secondary Weapon	None

Rebel Grenadier

Primary Weapons	MK IV GrenadeMK IV-S Smoke Grenade
Secondary Weapon	Mk I Service RevolverC-78 Autoloading Pistol

Rebel Sniper

Primary Weapons	M84 Marksman CarbineTS-29 Magnetically-Assisted Cannon
Secondary Weapon	Mk I Service Revolver

Rebel Heavy

Primary Weapons	M86 Thermite Rifle"Three Crown" Coach Gun
Secondary Weapon	None

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Enemies

United India Company

The United India Company has a literal army of private soldiers that it keeps well-armed with the latest in military hardware. You see your first UIC Guards in Mayfair, are forced to deal with them covertly aboard the airship Agamemnon, and find yourself inadvertently engaged in a series of gun battles with them in Blackwall Yard. You face them again as they guard the United India House in Mayfair, using your skills of infiltration and covert elimination until the sounding of an alarm leads to series of firefights within the manor. Your final confrontation with Company men comes in the underground expansion of Blackwall on the way to Whitechapel.

UIC Soldier

Primary Weapons	C-78 Autoloading PistolC-81 MaschinenpistoleM82 Selfloader CarbineM85 Automatisch
Secondary Weapon	Lantern

UIC Leader

Primary Weapons	"Duelist" Revolver
Secondary Weapon	None

UIC Shotgunner

Primary Weapons	RA-5 Repeating Shotgun
Secondary Weapon	None

UIC Grenadier

Primary Weapons	MK IV GrenadeMK IV-S Smoke Grenade
Secondary Weapon	C-78 Autoloading Pistol

UIC Sniper

Primary Weapons	M84 Marksman Carbine
Secondary Weapon	C-78 Autoloading Pistol

UIC Heavy

Primary Weapons	M86 Thermite RifleTS-17 Remote Detonation System"Three Crown" Coach Gun
Secondary Weapon	None

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Enemies

Royal Army

Galahad faces Royal Army “redcoats” late in the game in the Catacombs of Westminster. Ranks of these men are deployed in these Catacombs, blocking your route to Tesla’s lab under the Palace. Be ready for some furious fighting in tight spaces.

Royal Army Soldier

Primary Weapons	Mk I Service RevolverC-81 MaschinenpistoleM82 Selfloader CarbineM85 Automatisch
Secondary Weapon	None

Royal Army Grenadier

Primary Weapons	MK IV GrenadeMK IV-S Smoke Grenade
Secondary Weapon	Mk I Service Revolver

Royal Army Heavy

Primary Weapons	M86 Thermite RifleTS-17 Remote Detonation System“Three Crown” Coach Gun
Secondary Weapon	None

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Enemies

The Half-breeds

Two varieties of Half-breeds lurk in the game. You encounter two Lycan Elders during boss fights with special combat rules. You fight less powerful, but still formidable, Lycan Soldiers in three different locations using standard weaponry.

LYCAN SOLDIER

The Lycan's "weapons" are its claws, teeth, and speed. Their approach is swift, so Blacksight can be very helpful and effective against Lycans, especially when combined with the C-81 Maschinenpistole. Here, we'll recap the strategies for fighting Lycan Soldiers presented in our walkthrough.

How To Dodge A Lycan

When a Lycan attacks, the beast sprints at you, makes a jumping lunge that inflicts damage, and then tries to hurry away before you can shoot. During each Lycan's approach you see a red-highlighted "X" appear. When you see this prompt, quickly flick the Left Stick to the left or right away from the Lycan and simultaneously press on your PS4 controller. Galahad dives and rolls sideways, evading the Lycan's lunge attack.

How To Fend Off A Lycan

If a Lycan gets in close, it can force you on the defensive and trigger a tense standoff. Tap rapidly when the prompt appears to keep the Half-breed monster from tearing out your delicate, fleshy throat.

How To Kill A Lycan

To kill a Lycan you must first wound it with gunfire. A wounded Lycan drops to the ground, immobilized for a few seconds. Rush to the fallen creature for an "Execution" move—that is, press to finish it off with a merciless knife thrust to its heart. Make this move quickly! Lycans recover from gunshot wounds within a few seconds and then rush away.

Here are three basic strategies you can try:

Cut Off Lycan Approach Angles.

Don't aim too quickly, so you can see any Lycan that rushes you. Once it begins its approach hold L2 and adjust your aim to wound it with gunfire. Once you've killed a wounded Lycan with the execution move, hurry to the next corner and watch for the next Lycan attack.

Use Blacksight Effectively.

Once a Lycan starts its charge, immediately enable Blacksight if you have it available. (Again, check the meter underneath your weapon readout.) You should be able to put the beast into a downed state before it gets close enough to slash you.

Use Your Falchion's Alt-Fire.

The M2 Falchion rifle's secondary fire is a concussive air blast that can briefly stun a Lycan, knocking it backward. Target a charging Lycan and press R1 for knockback, then quickly pump it full of primary fire bullets. When the creature falls wounded, finish it off with the execution move.

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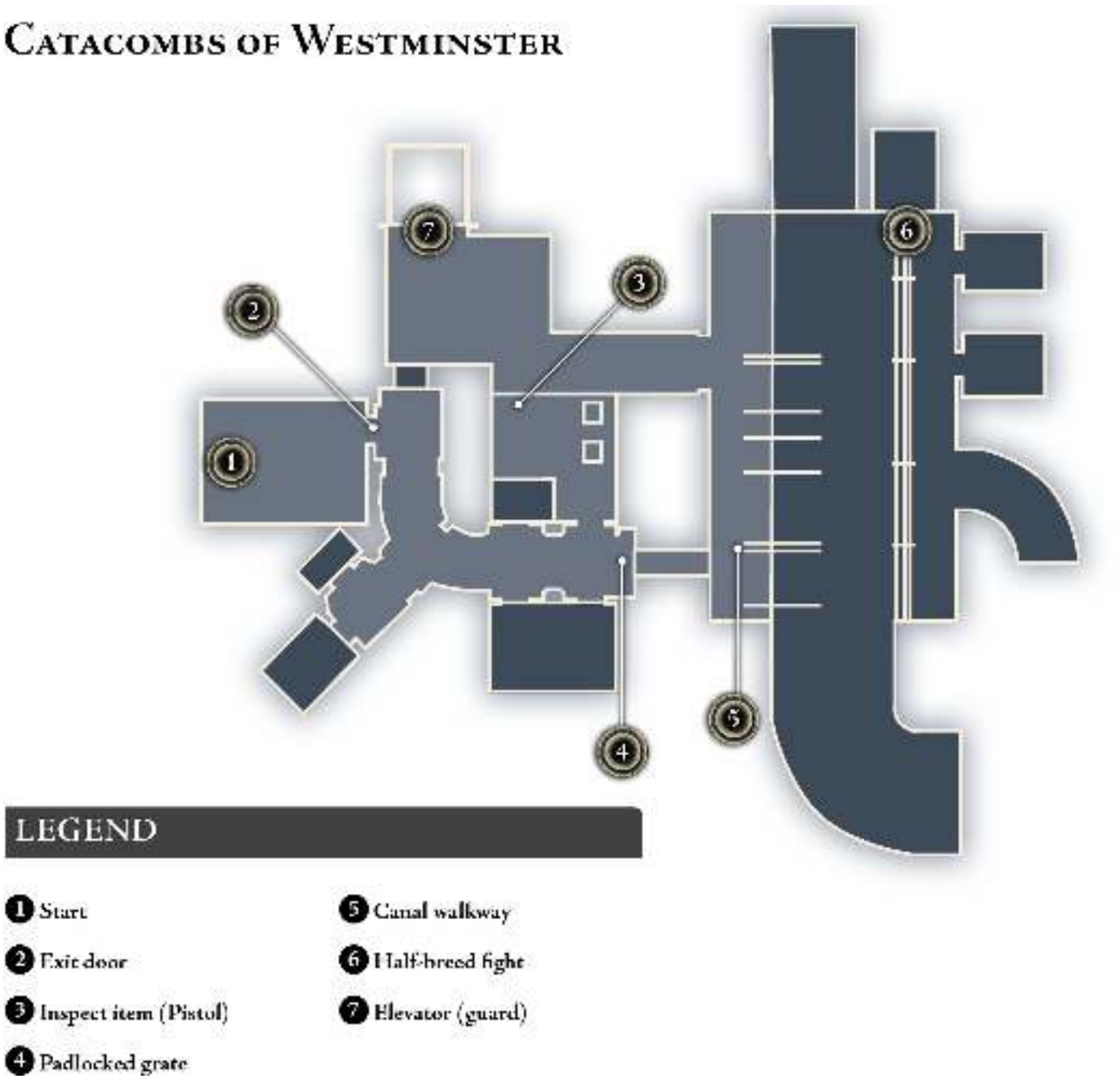
Prologue: ONCE A KNIGHT

Tortured

The Twentieth Day of November, 1886

This story begins underwater. Your main character, Galahad, enjoys an intimate view of the bottom of the dunking tub in the Catacombs of Westminster. The ordeal by water at the hands of two sadistic, redcoated Royal guards is long and brutal. Hold your breath and bide your time.

INSPECTABLE ITEMS	
3	**Pistol**



Galahad suffers the ordeal once, blacks out in his cell, and then faces a second bout as the two guards drag him back to the tub chamber for another “morning bath.” Be ready! After the dunking, the △ prompt flashes onscreen. Quickly press that button on your PS4 controller.

This triggers a quick scene: Galahad manages to yank the left shackle bolt out of the tub frame, and then slams his freed elbow into his torturer’s chin. When the second guard intervenes, the poor fellow gets the sharp end of the shackle bolt right in the neck. Ouch.

Be ready again! When the first guard recovers and lunges, Galahad ducks the goon’s punch and pins him over the tub. Now the ✕ prompt starts pulsing on the screen. Press that controller button repeatedly to dunk the guard’s head in the tub. Keep mashing the button to hold him under water until you see the cutscene of his feet going limp.

Now Galahad needs the shackle key lying just out of reach on the floor. The △ prompt reappears, but this time you must hold down that controller button until the circle around the onscreen prompt fills up. When the meter is full, Galahad snags the key and frees himself from the shackles.

TUTORIAL

If you haven’t guessed yet, this opening sequence is your fully game-integrated tutorial of gameplay basics. In the same way, consider our detailed “walkthrough” of this very simple opening level as a tutorial for how to use this strategy guide.

Use the right controller stick to look around as directed, and then use the left stick to stagger toward the chamber’s exit door. (You can see your starting point marked as **(1)** on our map.) Note that the door **(2)** is marked onscreen with a glowing “point of interest” icon. As you approach, the icon turns into the △ prompt. Press that button and Galahad rams open the door.

After the brief guard conversation, proceed down the corridor and click L to “scurry”—i.e., to stagger faster. Follow the curve to the left. The hall ends at a windowlike opening with a padlocked grate. Turn left, enter the open doorway, and cross the room to find the pistol **(3)** marked on the worktable. When prompted, press △; Galahad picks up the weapon. Move the left controller stick to “inspect” the gun then press △ again when the prompt appears to see that the weapon is unloaded: no bullets!

Prologue: ONCE A KNIGHT
The Catacombs

Galahad hustles into cover behind a broken wooden barricade as a guard across the canal shines his lanterns your way. Follow the onscreen directions to execute a “cover transfer” maneuver: push the left stick leftward and press to dash across the gap. Then watch as the squad of Royal guards tangles with a snarling Half-breed **(6)**.

After the scene, move forward into the next room where another redcoat guard arrives via the elevator **(7)**. Hold in your PS4 controller’s

trigger to aim your weapon at the guard—he doesn’t know your gun is unloaded, so he raises his hands. While still aiming, walk toward the guard to trigger the next scene: Galahad herds his hostage into the elevator.

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Prologue: ONCE A KNIGHT

Escape Plan

Watch the next scene as Galahad and his hostage ride the lift up to Westminster's balcony level.

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Prologue: ONCE A KNIGHT

Desperate Measures

When the lift arrives, two armed guards open fire from down the hall. In the scramble that ensues, Galahad and his hostage fall into the elevator and fight for the pistol. Start tapping ✕ when the prompt appears, but be aware that you can't retain the pistol—the weakened Galahad inevitably loses the struggle. Be ready to press □ the moment the prompt appears onscreen. When you do, Galahad body-slams the guard.

Now comes your first "turning point" challenge. Use your controller's right stick to move the targeting reticle over to the point-of-interest icon glowing on the guard's head. (The in-game direction calls this "assessing the situation.") When the reticle gets close to the icon it turns into a □ prompt. Quickly! Tap your □ button to "take action." Galahad head-butts the guard to the ground. Once Galahad gets the guard in a headlock, start tapping ✕ quickly. Keep tapping until Galahad snaps the poor guy's neck.

Prologue: ONCE A KNIGHT

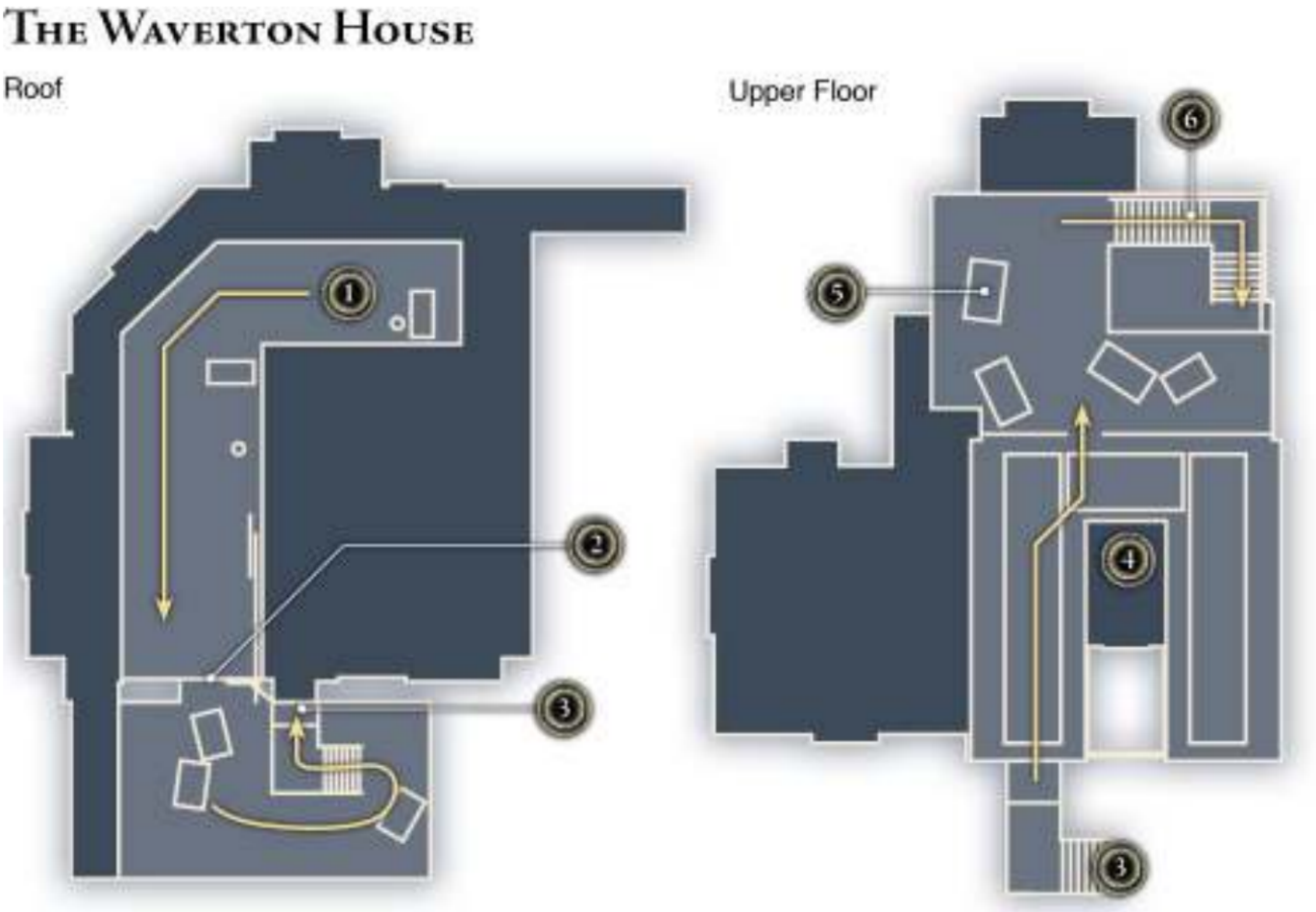
No Way Out

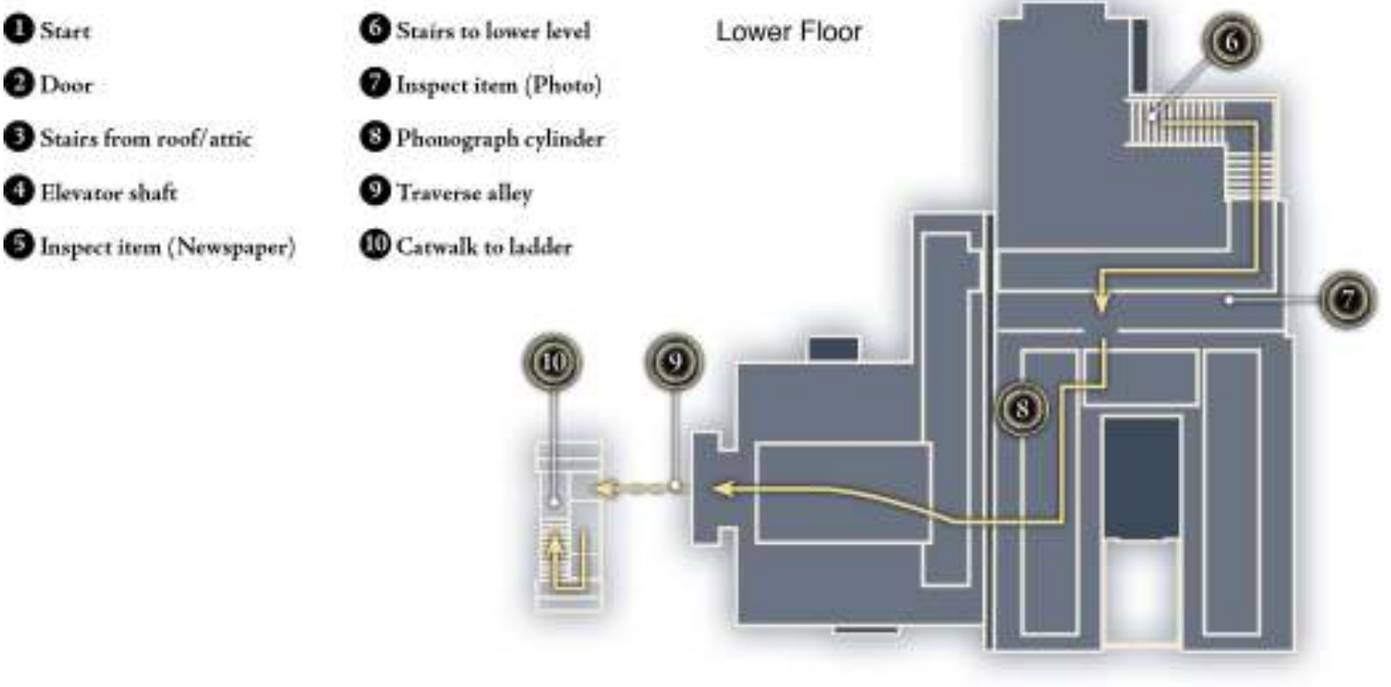
Galahad emerges onto a long balcony with a panoramic view of the city across the river. But escape in either direction is cut off by soldiers and some very well-dressed, well-armed folks: Knights of the Order. They are, in fact, Galahad's former compatriots, and they are clearly agonized by this balcony standoff.

Chapter I: ALWAYS A KNIGHT
Ever Watchful

The Twelfth Day of October, 1886

Here we jump back in time more than a month to find Sir Galahad, of the Royal Order of Knights, emerging onto the rooftop balcony of The Waverton House in Mayfair, London. The view is stunning, with great airships hovering over city spires. His communicator crackles with a transmission from “Command”—the voice of Galahad’s mentor and friend, Sir Perceval, whose birth name is Sebastien Malory.





INSPECTABLE ITEMS	
5	**Newspaper**
7	**Photo**
8	**Phonograph cylinder**
12	**Playbill**
15	**Flask**

Perceval reports “multiple marks in Grosvenor Square.” He orders Galahad to rendezvous at the United India House with Lady Igraine and Lafayette and move to contain the threat. Then he asks if Galahad has the location in sight. Here, your first in-game directive—i.e., your current goal—appears at the top of the screen.

IDENTIFY THE UNITED INDIA HOUSE

This is easily done. Simply use the right stick to look at the fountain and pillored entrance of the large building directly across the street below you. Note that you can hold in the L2 trigger to zoom in on distant objects or focus on nearby details.

Once Galahad identifies the United India House, Perceval asks if “Nikola” has provided armament. (He refers to Nikola Tesla, the engineer and inventor.) Galahad says yes, wielding his rifle, an Essex M2 Falchion. Move the left stick around to inspect the gun. Perceval suggests that the Falchion’s secondary ordnance should help. (See Fun Falchion Facts on this page.)

FUN FALCHION FACTS

You can learn more about the Essex M2/Pn83 "Falchion" Auto-Rifle in our Weapons chapter. Take note of the Falchion's concussive-force generator that can displace objects and stun foes. This is the "secondary ordnance" that Perceval mentions to Galahad.

Be sure to use our Weapons chapter to check out the stats on any new weapon you find.

Perceval notes that you may be pursuing "bedlamites," a 19th century term that refers to the mentally ill, and he calls for the use of nonlethal force whenever possible. From your starting point **(1)**, turn left and walk around the corner to the marked door **(2)**. Press △ to open it and then enter the attic. Descend the attic stairs **(3)** to the house's top floor where you get a new directive.

BEDLAM AND BEDLAMITES

"Bedlam" was the notorious nickname for London's Bethlehem Hospital, the country's oldest institution dealing with mental illness. Commonly referred to as an insane asylum, its patients were known as "bedlamites," an unflattering term synonymous with "lunatic."

MEET WITH IGRAINE

Walk past the elevator shaft **(4)** enclosed in stained glass toward the next staircase, where a houseservant polishes the banister. Before you descend the stairs, follow the glowing icon to the desk in the corner. Press △ to pick up a copy of London's *Morning Post* newspaper **(5)**. This is the first of many items you can pick up and inspect in the story. In this case, read the disturbing report of "Mysterious Disappearances in Whitechapel." Then press ○ to leave the newspaper where you found it.

REVIEW DIRECTIVE

After you get a new directive, it disappears from the screen after a few seconds. To review it, just click and hold R, the right stick.

INSPECT ITEMS

The game features a number of items—newspapers, photos, and objects—that you can pick up and examine. Find them all to get interesting bits of backstory and earn Trophies.

Continue downstairs **(6)** to find another inspectable item **(7)** on a table near the bottom of the stairs. Pick up the photograph and use the left stick to move it around then press △ to turn it over. Text on the back indicates that this is a recent photo of the Wyndham Family, taken on July 20, 1886. Is this a clue, or significant information? In this case: no. Again, press ○ to replace the item.

Exit this room via the open doorway to see a repairman working on the elevator platform. This lift runs down to the street level, but it’s not working, so you’ll have to find another way down.

Turn right to find a glowing canister **(8)** on the front edge of a covered table, next to some luggage. This phonograph cylinder is entitled “Le Morte d’Arthur” and is one of 16 you can collect in the game. Approach until the button prompt appears then press △ to snag the cylinder.

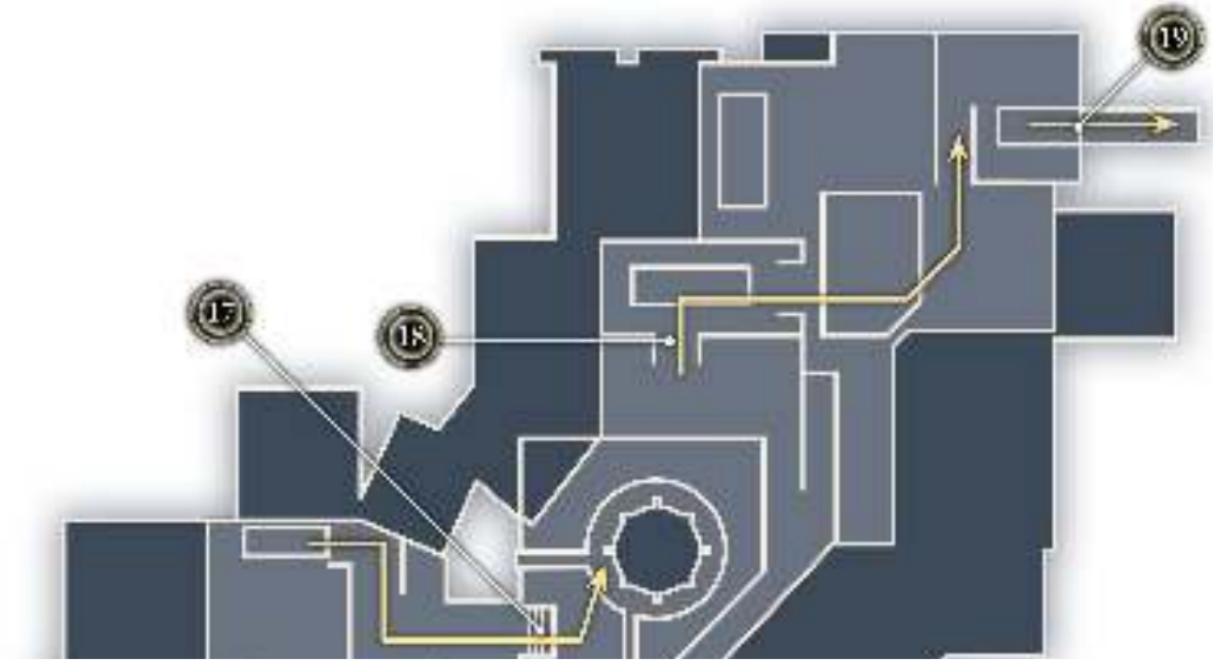
To hear the recording, press your PS4 controller’s Options button and select Archive. Here you can select any collected cylinder from the list, see a transcript of its recording, and play it, if you want. This first one is a reading from *Le Morte d’Arthur* by Sir Thomas Malory (c. 1470) concerning Uther Pendragon and the original Lady Igraine. When the recording ends, Galahad automatically snatches up the cylinder.

PHONOGRAPH CYLINDERS

Keep an eye out for glowing phonograph cylinders as you move through the game. When you find one, just hold △ to store it in your Archive. To listen to any phonograph cylinder, press your Options button and select Archive to open a list of all cylinders you’ve collected. You can listen to them or read a transcript of each recording.

Walk past the table through the next doorway into a sitting room. Exit the room onto the open balcony to bring up “Traverse Across” instructions onscreen. Approach the balcony railing, pressing ✕ as you move. Galahad scales the railing and leaps across the alley **(9)** to the metal catwalk of a fire escape on the opposite building. Descend the stairs **(10)** until you reach the ladder. Press △ when prompted to climb down the ladder. When you reach the bottom, press ○ to drop to the ground **(11)**.

United India Square



Chapter I: ALWAYS A KNIGHT

A Lady in Waiting

Lady Igraine, born Isabeau D'Argyll, has a long and tangled history with Sir Galahad…a past that clearly lurks beneath the dry, competitive wit of their exchanges. "Isi" is a young Knight but a tough, first-rank fighter, trained by Galahad and Perceval after being raised as the daughter of the Lord Chancellor himself. As she puts it, "You're still pretty good. But I'm better."

Igraine reports that bedlamites escaped from the mental hospital and are running amok, possibly as a rebel subterfuge. Perceval calls in to report multiple escapees spotted at the east entrance of the United India underground station. Intercept with caution. Time to move.

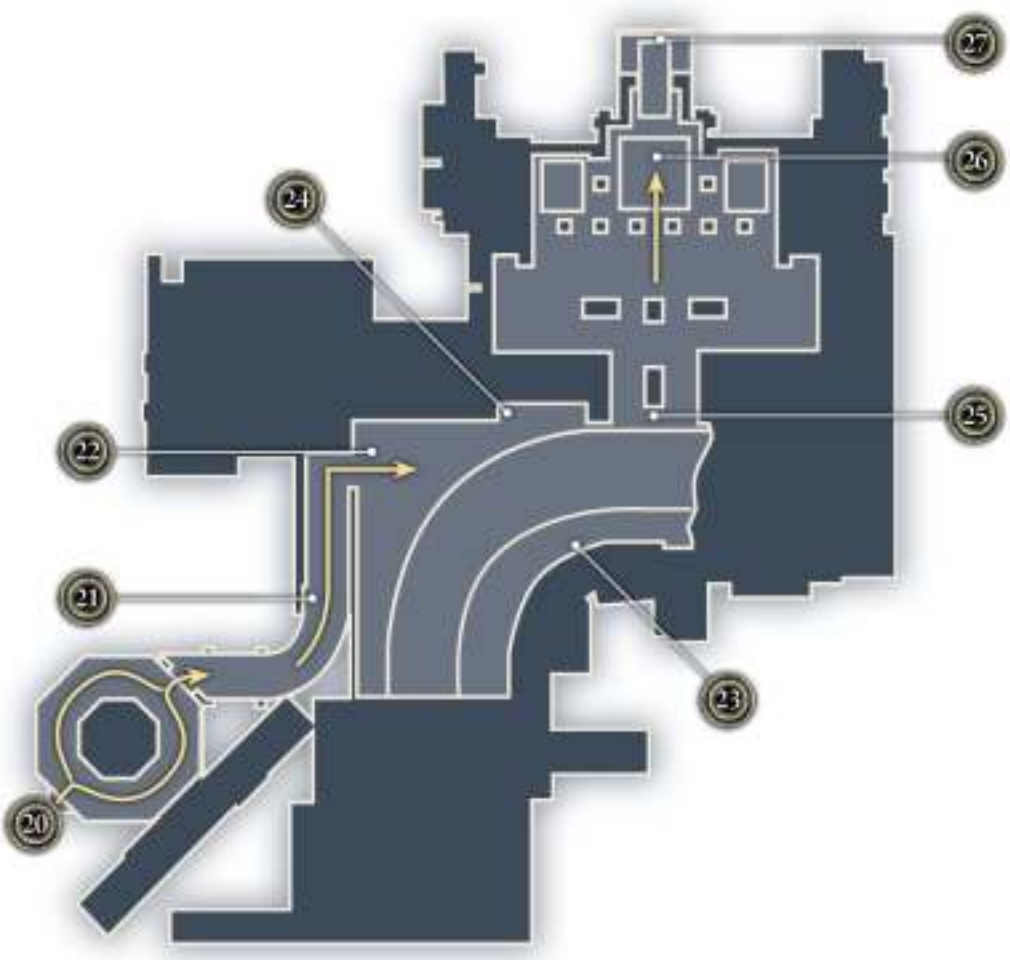
FOLLOW IGRAINE

You start on the steps **(17)** at the edge of Mayfair's United India Square. Follow Lady Igraine as she jogs across the plaza. Note that if you click and hold R (the right controller stick) you not only display the directive onscreen but also activate a point-of-interest icon associated with the directive. Thus, if you get disoriented you can easily get back on track. In this case, the directive marker shows you where Igraine is located.

DIRECTIVE
Follow Igraine
DIRECTIVE MARKER
Click and hold R3 to display the point of interest associated with a directive.

Igraine moves quickly, so you can use use the "Accelerate" control to keep up; while moving forward, just click L to move faster. Move across the square past the fountain, up the stairs **(18)** past a fine dining establishment called The Pheasant, and then down to the gated and guarded Underground entrance **(19)**. En route, you can stop to eavesdrop on various citizen conversations without losing Igraine, if you want. She'll stop and wait for you at a couple of checkpoints.

MAYFAIR UNDERGROUND & EXCHANGE COURTYARD



LEGEND

20 Underground start
21 Barricade
22 Barricade
23 Ammo crate
24 Ammo crate
25 Planter box
26 Portico
27 Exchange building entry door

When you arrive, Igraine exchanges pointed words with one of the United India Company's hired goons then leads you downstairs into the London underground **(20)** where tube passengers and police are in a chaotic frenzy. Go around either side of the Ticket Office and follow Igraine up the far stairs to Mayfair's Main Street exit. This triggers a quick cutscene: an escapee in his hospital garb wrestles a gun away from a London cop.

Chapter I: ALWAYS A KNIGHT

Take Cover

Here's your first gunfight! Rush forward to the barricade **(21)**and press to take cover. Cover is very important for survival in this game, so use it whenever possible. After Igraine says, "Let's get to work!" you get a new directive.

KNOW YOUR ENEMY

Check out the notes and stats for Hospital Escapees (Bedlamites) in our Enemies chapter. Do this for each new class of enemy you face in the game.

INCAPACITATE THE ESCAPEE THREAT

Using the "Equip Weapon" controls, press the left D-pad button to equip your secondary weapon, a C-78 Autoloading Pistol. (Again, check out its specs in our Weapons chapter.) You can "blind-fire" weapons from behind cover by simply pulling the Fire Weapon trigger R2, but this method makes aiming adjustments imprecise. It's much more effective to use L2 to pop out of cover and aim, adjust aim quickly, release the trigger to drop back into cover while your targeted enemy fires back, then pop up again and fire before the target can return fire.

TRIPLE HEAD BONUS

The C-78 Autoloading Pistol gets a Damage Multiplier of 3.0 for headshots, so be sure to target enemy heads when possible to inflict triple damage.

RED MEANS DEAD

Note that whenever you score a killshot, a red cursor flashes in your targeting reticle.

When your first ammo clip gets low, Igraine suggests you reload. Take her advice and press to do so. (It's always a good idea to use any lulls in combat to reload your current weapons.) After you pick off the first two escapees, push forward by using the "Vault" maneuver to hop the barricade—i.e., push forward on the left stick and press , the same controls as "Traverse."

Here you can choose to swap pistols by picking up dead escapees' weapons. But your C-78 has greater accuracy and power than their MK I Service Revolvers so we recommend you pass up that trade. When you reach the corner, watch the cutscene as more bedlamites tip over a carriage and deploy to fight.

Hustle to the cover on the left **(22)**and take Igraine's advice again by switching to your Falchion rifle. (Press the right-button on the D-pad to equip your primary weapon.) Once you eliminate the first group, a second crew emerges from the alley; Galahad notes how "some are headed for the atrium." Nail the ones that take up positions down the street, and then follow Igraine's lead as she pushes forward to the courtyard of the Royal Exchange building.

AMMO CRATE PICKUPS

Don’t miss the two ammo crates—one sits atop a stack of boxes **(23)** on the righthand side of the street, the other is across the street near the saddlemaker’s wagon **(24)**. Always look for these valuable pickup items; they refill ammo for any current weapons that are short of full capacity and respawn almost instantly. To pick up an ammo crate, approach it then hold down △ until the meter circle around it fills up.

Duck behind the first planter box **(25)** for cover and start gunning down the escapee gang that advances across the courtyard near the King Alfred the Great statue. Push forward with Igraine from cover to cover and fight upstairs onto the Exchange building’s portico **(26)**. Be sure to check fallen foes for dropped ammo!

PURSUE ESCAPEES INTO THE EXCHANGE BUILDING

As you approach the entry door you hear an escapee shouting, “I swear I’ll blast his head into [expletive] mash!” Nail one last gunman near the entrance then approach the locked double-doors **(27)** to hear the commotion inside. When the prompt appears, press △. Galahad automatically wields his Falchion rifle and then shoulder-bashes the doors open.

Exchange Atrium

An escaped lunatic holds a gun to his hostage's head **(28)**. Quickly! Aim your Falchion at both men and press R1 (the right bumper button) as directed onscreen to fire the rifle's secondary armament, a stun-inducing concussive blast. Both men get knocked to the ground. Shoot the escapee and follow Igraine left to the next corner. Galahad complains, "I'm too old for this."

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Chapter I: ALWAYS A KNIGHT

The Atrium

This triggers a quick cutscene as the Knights round the corner to the next area **(29)**, an open central atrium called the Grande Lounge. When a bullet grazes Igraine's shoulder, she "repairs" it by drinking from a small flask hung around her neck. This is the legendary Blackwater that instantly heals Knights of the Order and allows them to live for hundreds of years. Afterwards, Igraine suggests using smoke grenades.

CLEAR THE GRANDE LOUNGE

Press the up-button on the D-pad to equip one MK IV-S Smoke Grenade. Press and hold L2 (left trigger) to aim the grenade; you see a white throwing arc appear onscreen marking where your toss will go. To throw the grenade: press and release R2 (the right trigger).

Note that each grenade has a fuse countdown, meaning it won't detonate until five full seconds after you first push in R2.

So if you want, you can hold in R2 to "cook" the grenade—that is, to start the fuse countdown while still holding the grenade. This way it explodes sooner after you toss it. Don't cook it too long, though! Get rid of it before the five-second fuse time ends.

Once the smoke is released, foes caught in it become disoriented and cannot fire. Move in fast behind Igraine, stay outside the smoke cloud, and pick them off. Push forward but watch out for a hidden escapee who suddenly hops over the counter of the Wallace Bar on the left **(30)**. Take him out! More attackers emerge from across the atrium, so use the bar for cover.

Once the Grand Lounge is cleared, Galahad reports more enemies on the level above. Before you enter the building, climb up onto the piano platform near the Cigar Bar. (You can use ✕ to just pull yourself up the railing.) You see the innocent bystander who got pushed off the balcony above; you can also find an ammo crate **(31)** in the corner.

FOLLOW IGRAINE

Follow Igraine up the stairs under the "Dining Hall" sign. En route, be sure to look around for useable ammo from fallen foes as you go—make this a regular habit after each battle! Then move around the corner toward the elevator **(32)** to trigger a cutscene.

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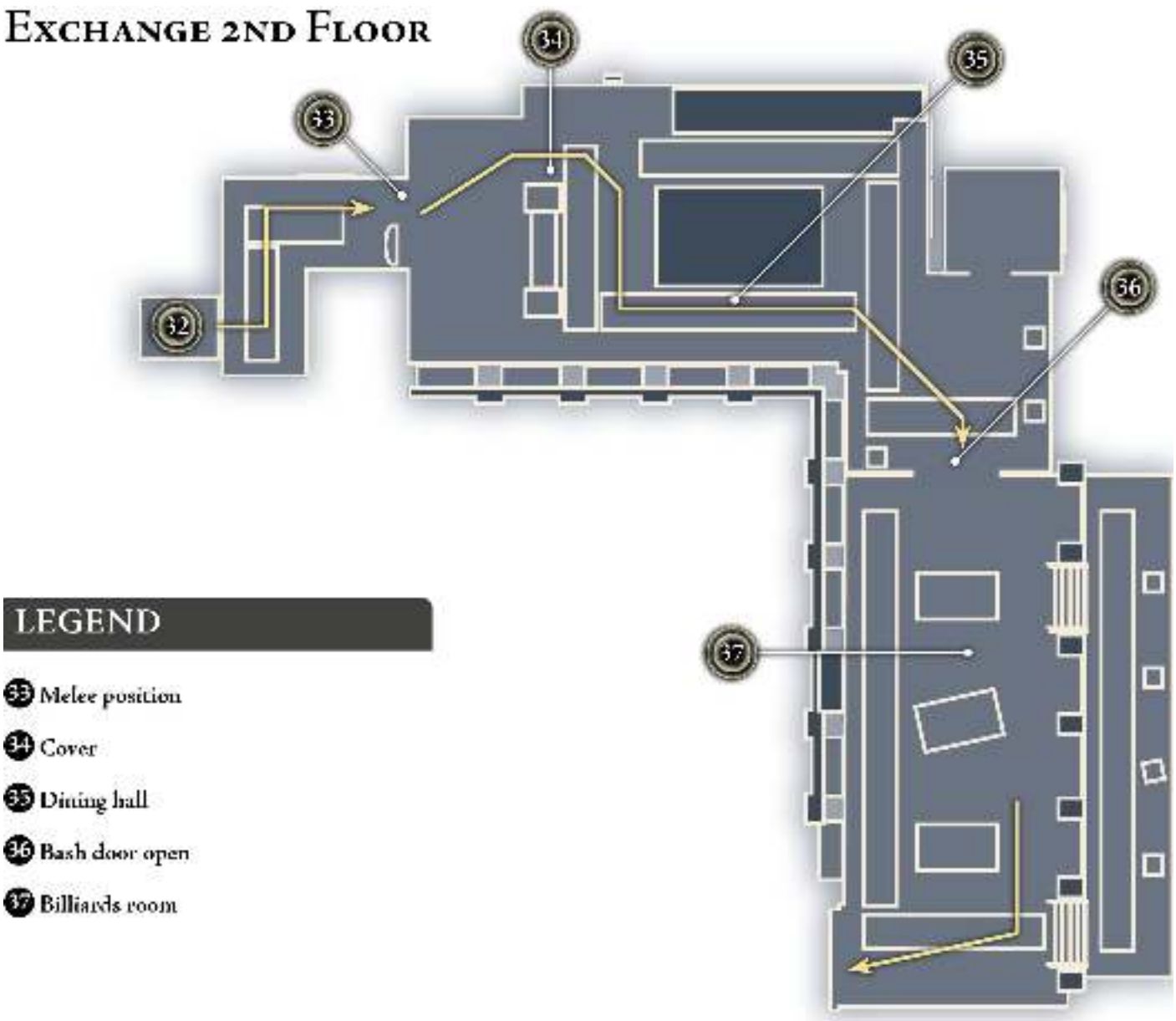
Chapter I: ALWAYS A KNIGHT

Just Another London Morning



Watch as Galahad and Igraine ride the elevator up. On the second floor, they sneak behind a railing just outside the Tennyson's Dining Rooms; Galahad ends up directly behind an unsuspecting escapee **(33)**. When directed, execute a melee attack by pressing △ to incapacitate the enemy. Meanwhile, Igraine conducts her own melee takedown.

CLEAR THE 2ND FLOOR EAST WING

Take cover quickly, move around the wall **(34)**, and start gunning down armed bedlamites. Fight across the Tennyson Dining Hall **(35)**, moving from cover to cover. When the room is clear, follow Igraine to the next door **(36)** and bash it open to find more gunmen in a billiards room.

Here's your introduction to Blacksight, a powerful Knight's ability that slows down the world while letting you auto-target and shoot at full speed. The aiming reticle auto-centers on the closest target, so pull R2 to fire immediately. When the reticle turns red, the targeted foe is taken out. Quickly push the right stick toward the next target. Again, the aiming reticle auto-locks onto the target, so open fire immediately.

Next, the game invites you to toggle on Blacksight mode yourself, the way you'll use it for the rest of the story. Your Blacksight meter is the bar beneath your weapon info at the bottom right of the screen. The white segment of the bar shows how much Blacksight time is left; when empty or unavailable, the meter's bar is gray. (Note that Blacksight cannot be activated if the meter hasn't filled past the hashed area at the left of the bar.)

BLACKSIGHT GENERATION

Taking out enemies slowly refills your Blacksight meter.

Press L1 to activate Blacksight; the meter starts emptying from right to left. Start eliminating targets immediately! Don't waste valuable Blacksight time. Keep shooting and toggling to new targets until the meter runs out. If you clear the room before the meter runs out, you can press L1 again to deactivate Blacksight.

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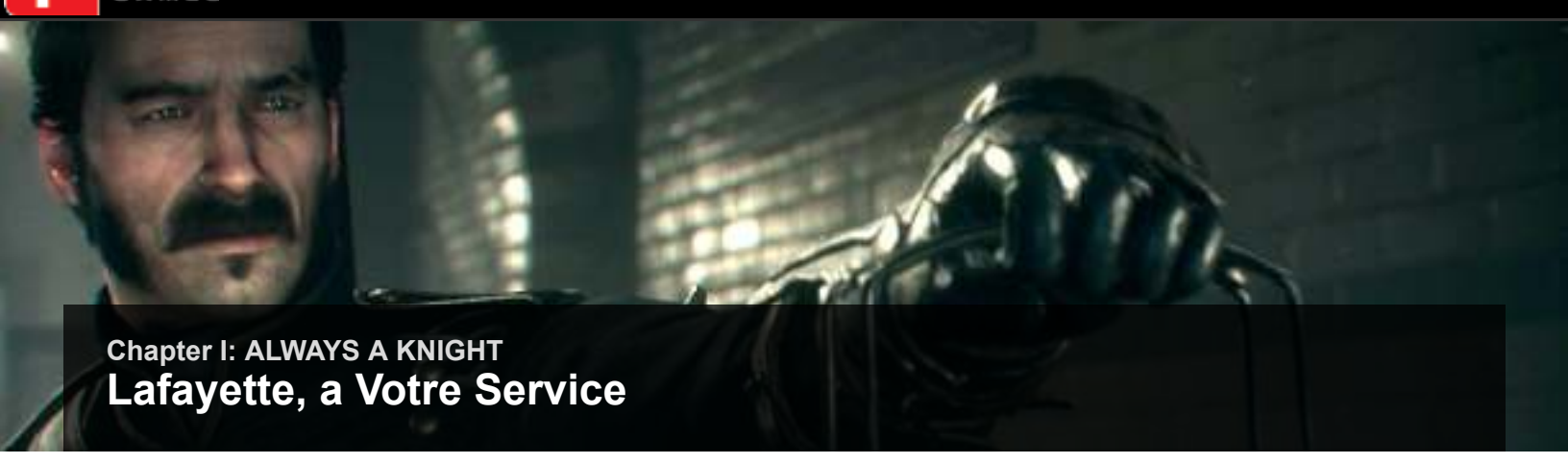
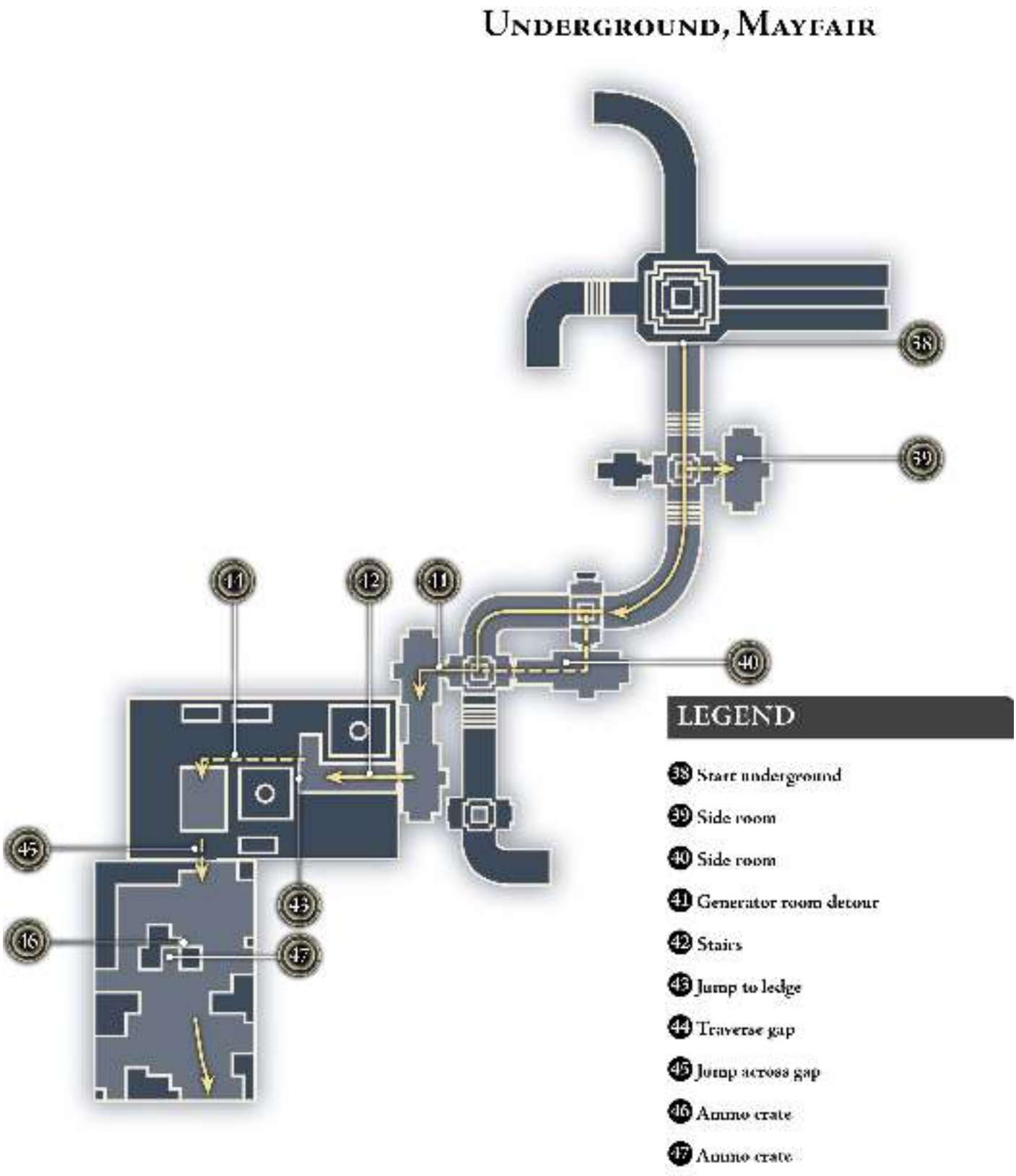


Chapter I: ALWAYS A KNIGHT

Lafayette, a Votre Service

Clearing out the billiards room **(37)** completes the directive and automatically triggers a long cutscene. Watch as Galahad and Igraine finally meet up with General Lafayette, who chats with an admirer. Galahad also spots Perceval in the street conversing with a mysterious, hooded fellow. Then the Knight trio descends into the London Underground, Mayfair.



PURSUE THE REMAINING ESCAPEES

Galahad sends Igraine and Lafayette one way then heads through another entrance alone **(38)**. As he heads downstairs, Air Command calls in to report overhead sweeps of the Mayfair area looking for escaped patients. Follow the main tiled passage; you can explore a couple of side rooms **(39, 40)** along the way, but you won't find much of interest. You hear voices up ahead —a fellow named Wickes seems to have made a grisly discover of some sort. But you encounter no resistance.

When you reach a locked gate in the main corridor, veer right into another generator room **(41)**; you get a comm report from Igraine and Lafayette. Eventually you climb a staircase **(42)** with red metal banisters that leads up to a brick wall **(43)**. Move toward the wall and press ✕ to jump up and grab the ledge atop the wall.

Slide your hands to the right along the ledge then around the corner until you reach the gap **(44)**. While pushing the left stick toward the other side, press ✕ to jump across to the red metal platform, then push the stick forward to climb up. Lady Igraine calls to Galahad from a catwalk on the far wall: "Youth always prevails!"

Chapter I: ALWAYS A KNIGHT
The Hidden Enemy

But this is no typical lunatic. It's a Half-breed…and from the sound of it, more are lurking in the area.

ELIMINATE THE LYCANS

Three Lycan Half-breeds roam the basement, but fortunately they attack one at a time. If you need ammo, hustle to grab the ammo crate glinting on the ground directly ahead of you **(46)** as the battle starts. Note that there's also another crate in an alcove on the other side of the machinery stack **(47)**.

How to Dodge a Lycan

When a Lycan attacks, the beast sprints at you, makes a jumping lunge that inflicts damage, and then tries to hurry away before you can shoot. During each Lycan's approach you see a red-highlighted "X" appear. When you see this prompt, quickly press ✕ on your PS4 controller. Galahad dives and rolls sideways, evading the Lycan's lunge attack.

How to Fend Off a Lycan

If a Lycan gets in close, it can force you on the defensive and trigger a tense standoff. Tap ✕ rapidly when the prompt appears to keep the Half-breed monster from tearing out your delicate, fleshy throat.

How to Kill a Lycan

To kill a Lycan you must first wound it with gunfire. A wounded Lycan drops to the ground, immobilized for a few seconds. Rush to the fallen creature for an "Execution" move—that is, press △ to finish it off with a merciless knife thrust to its heart. Make this move quickly! Lycans recover from gunshot wounds within a few seconds and then rush away.

Here are three basic strategies you can try:

- Cut off Lycan approach angles.Stand in a corner and hold in L2 to ready your aim. This way, you can see any Lycan that rushes you, and quickly adjust your aim to wound it with gunfire. Once you've killed a wounded Lycan with the execution move, hurry to the next closest corner and take up aim again.

- Use Blacksight effectively.Once a Lycan starts its charge, immediately enable Blacksight if you have it available. (Again, check the meter underneath your weapon readout.) You should be able to put the beast into a downed state before it gets close enough to slash you.

- Use your Falchion's Alt-Fire.The M2 Falchion rifle's secondary fire is a concussive air blast that can briefly stun a Lycan, knocking it backward. Target a charging Lycan and press R1 for knockback, then quickly pump it full of primary fire bullets. When the creature falls wounded, finish it off with the execution move.

After you kill the first two Lycans and stun the third one with gunfire, your final execution move fails—the third beast breaks free. (This is a scripted event.) Galahad gives chase but the Lycan manages to escape the Underground.

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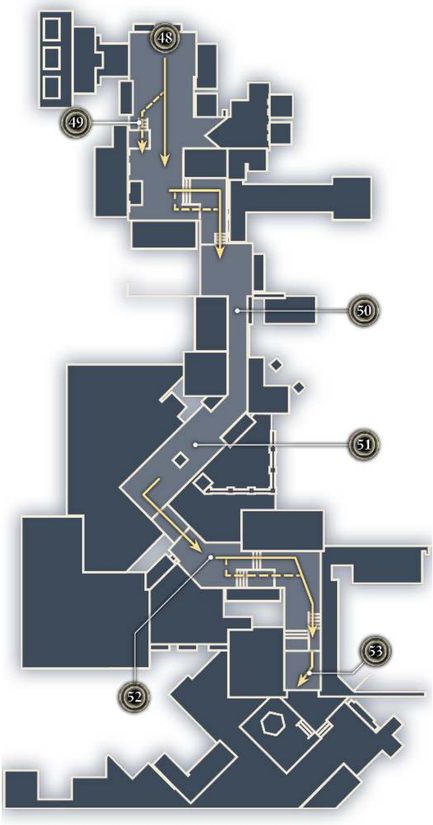
Mayfair Streets



LEGEND

48 Emerge from underground
49 Cart
50 Brick arch
51 Pedestrian platform
52 Igraine and Lafayette
53 Final rooftop

When the other Knights finally arrive, Galahad borrows Igraine's Arc Gun and continues his pursuit. After climbing up to street level **(48)** Galahad spots the creature but it eludes him again, this time by leaping over a closed gate.

PURSUE THE LYCAN

Run up the cart **(49)** tilted against a shed, and then climb from the shed over the gate. Alternatively, you can also fire the arc rifle at the closed gate to blow it up, and run through the now torn-open gate. Accelerate along the walkways, sprint through the brick arch **(50)**, and then hop over a series of low walls until you pull yourself up onto a roof. (The route is linear without dead ends; you can follow the path on our map.)

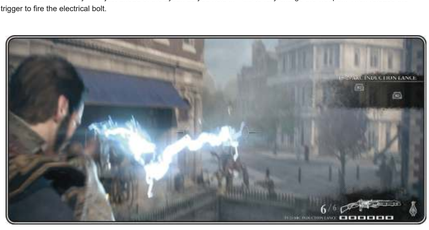
Soon you spot the Lycan bounding past frightened citizens on a raised pedestrian platform **(51)** lined with Rosey Field's and Stone Cigarettes ads. Keep following it!

STAY CLOSE!

If you let the Lycan get too far ahead of you, you "lose the mark" and get bounced back to the manhole to restart the chase.

Just beyond the platform you pass Igraine and Lafayette running parallel to your route **(52)** on an upper walkway to the right. When you hear Igraine call out, "We need to press forward!" you know you're almost at the end of the chase.

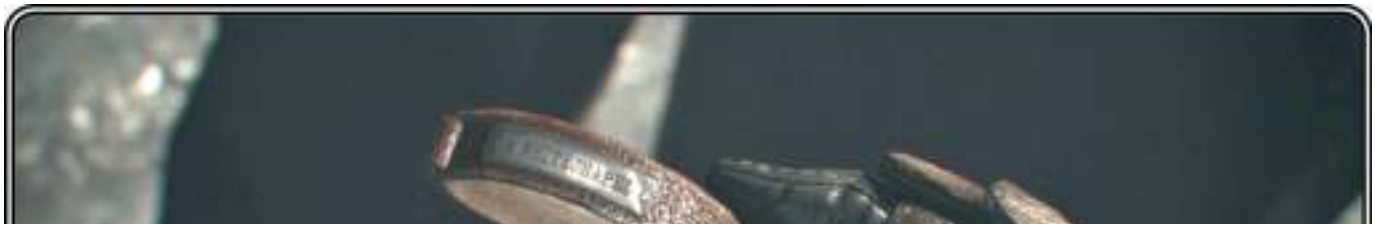
Hustle around one more corner to see the beast scaling another roof up ahead. Climb up to that final rooftop **(53)**—it overlooks the city square—and see the beast bounding toward Igraine and Lafayette. Galahad automatically wields the Arc Induction Lance. Quickly! Aim just ahead of the Lycan as you hold in to fully charge the weapon. Then release the trigger to fire the electrical bolt.



Chapter I: ALWAYS A KNIGHT

Elementary, My Dear Perceval

The scene switches to Regent Street in Mayfair where Sir Perceval hands over a Half-breed captive to a pair of perplexed London police officers. Commissioner Doyle of Scotland Yard arrives with a piece of evidence that seems, well, “elementary.” (Do you think the commissioner’s first name might be the same as the founder of the The Order?) As Doyle puts it, given the bloody bedlamite uprising combined with the gruesome Jack the Ripper murders and an increasingly volatile rebellion, “Strange, don’t you think, that Whitechapel has become the epicenter of our recent conundrums?”



Chapter II: AMONGST EQUALS

Evidence

The Fourteenth Day of October, 1886

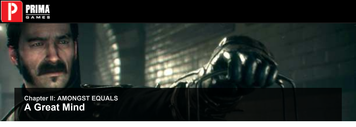
As this chapter opens, the sonorous voice of the Lord Chancellor addresses the Council of Knights in the roundtable room of the Palace of Westminster. He speaks of centuries of tradition, and of The Order's sacred mission to preserve the balance between Man and Half-breed.

INSPECTABLE ITEMS	
1	Flyer
2	Communicator
3	Diagram
4	TS-27 device
5	Sniper rifle

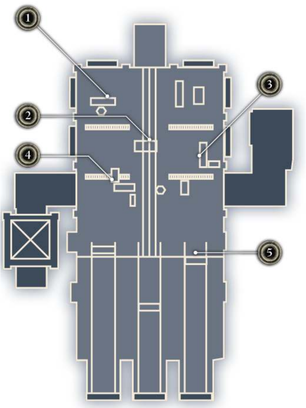
Legend has it that the Lord Chancellor fought side by side with The Order's founder, none other than King Arthur himself. But when Sir Perceval calls for a mission into Whitechapel, the Chancellor dismisses it as a matter for the civil authorities. Not even the intercession of the Lords Darwin, Hastings, and Dunglass can persuade the Council to act in Whitechapel.

When the meeting ends, walk Galahad completely around the table, stopping if you want to eavesdrop on fellow Knights, including a tense conversation between the Lord Chancellor and his daughter, Lady Igraine. Exit the council hall to trigger a series of scenes.

First, Lord Hastings speaks to a peer of a pending voyage across the Atlantic to America aboard the *Agamemnon*, a massive airship built by the United India Company. Then Sir Perceval makes a pitch to Sir Lucan, the Knight Commander, for an incursion into Whitechapel. (Lucan, born Alastair D'Argyll, is also son of the Lord Chancellor and brother to Lady Igraine.) Perceval receives grudging, unofficial permission to make a reconnaissance. And so, as Commissioner Doyle might say, "The game is afoot!"



Tesla's Lab



LEGEND

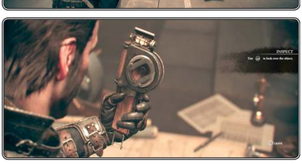
1. Inspect item (Flyer)
2. Inspect item (Communicator)
3. Inspect item (Diagram)
4. Use TS-27 device
5. Use sniper rifle

Tesla wonders about the odd juxtaposition of Lycans appearing on the United India Company's front doorstep in Grosvenor Square. Galahad's response, "Mayfair isn't what it used to be." When the elevator arrives at the Tesla Laboratory in the Catacombs of Westminster, Tesla suggests you take a look around…and play with whatever strikes your fancy.

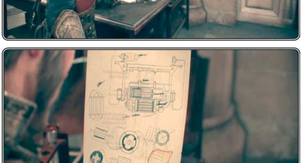
EXPLORE TESLA'S LAB

Walk into the lab and veer right to the table **(1)** with a glowing sphere. Pick up and examine the "War of Currents" flyer featuring photos of Nikola Tesla and his American rival, Thomas Edison. Turn it over to read the note to Tesla from "Your friend, Thomas."

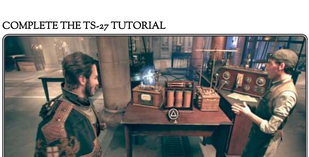
Next, approach the table **(2)** in the center and examine the device sitting on it, an old communicator. Galahad calls it "quite an antique."



Turn left and find the notepage on the table **(3)** near the wall. It's covered with complex-looking diagrams that Galahad describes as "all gibberish to me." Turn it over to discover that it's all written on the back of a handbill for Aux Belles Muses in Whitechapel, a place to meet "Refined ladies in waiting!" and receive "the regular treat" for just 10 pence.

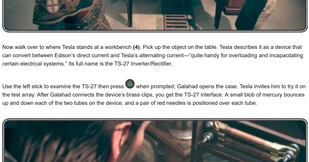


COMPLETE THE TS-27 TUTORIAL



Now walk over to where Tesla stands at a workbench **(4)**. Pick up the object on the table. Tesla describes it as a device that can convert between Edison's direct current and Tesla's alternating current—"quite handy for overloading and incapacitating certain electrical systems." Its full name is the TS-27 Inverter/Rectifier.

Use the left stick to examine the TS-27 then press when prompted. Galahad opens the case. Tesla invites him to try it on the test array. After Galahad connects the device's brass clips, you get the TS-27 interface. A small blob of mercury bounces up and down each of the two tubes on the device, and a pair of red needles is positioned over each tube.



Chapter III: Inequalities

Into Whitechapel

The Fifteenth Day of October, 1886

The Knight foursome arrives by carriage to begin their covert operation in Whitechapel, the heart of rebel territory in London. Sir Perceval calls for reconnaissance in pairs. Galahad and Lafayette will work together in the early going, moving into the northern part of the district. Given Bedlam escapees in Mayfair, Galahad suggests targeting the London Hospital and its Bethlehem Facility. Although the Lord Chancellor is convinced the rebels are collaborating with the Half-breeds, Sir Perceval has his doubts.

INSPECTABLE ITEMS	
2	Newspaper
4	Pipe
5	Flyer
13	Newspaper
16	Photo
17	Cloth
18	Darwin's Note
19	Drawing
23	Stuffed Doll
27	Map
28	Newspaper

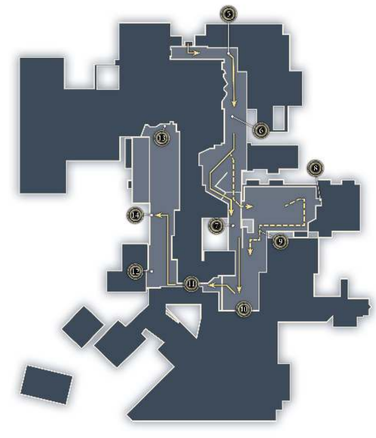
Whitechapel Entry

The carriage arrives in lovely Whitechapel—or, as Perceval calls it, "A nest of cutpurses, collaborators and whoremongers." From the start **(1)**, turn around and go past the carriage. Follow the lane to the right a short distance to the crate next to a trash fire. Pick up the newspaper **(2)** and read about the new Benz motorcar named Clara.

Now come back past the carriage and follow Perceval down the dingy lane. Turn right into the narrow walkway to the marked gate **(3)**. Use the prompt to help Perceval move the wooden beam blocking the gate. Perceval and Igraine go through then Galahad lets the beam drop again. The plan: rendezvous at the hospital.

Turn back and follow Lafayette as he climbs the steps and bashes through the weak boards nailed across the doorway. Enter the room and find a tobacco pipe **(4)**, its ashes still warm, on the broken cabinet. Pick it up and inspect it, then set it down and exit the far door.

Whitechapel Slums



LEGEND

Find Lafayette waiting for you at the bottom of the staircase **(5)**. Follow him down the alley past an outdoor meat/produce stand **(6)**. Approach Lafayette and use the prompt button to trigger a scene: up ahead, a rebel guard stands with his back to you. Galahad picks up an apple from the stand; use the left stick to inspect it then press the prompt button. Lafayette gets into position. Now use R2 to toss the apple; Galahad gets the guard's attention. Then Lafayette neutralizes him.

Chapter III: Inequalities

Rebel Declamation

As a rebel orator whips up anti-royal hatred from a stage with the Queen hung in effigy, Galahad and Lafayette try to blend in. But a rebel leader spots them. The Knights slip away to a nearby alley **(11)**.

HEAD THROUGH THE ALLEYWAY

The alley is very narrow, but Galahad and Lafayette can squeeze through just fine. As you slide sideways you hear an argument up ahead. A man yells at a young woman, wanting to know “who was the john?” (A john is a prostitute’s customer).

When the man starts beating the poor girl, Galahad steps in to defend her. Be ready for a button prompt; tap quickly when it appears.

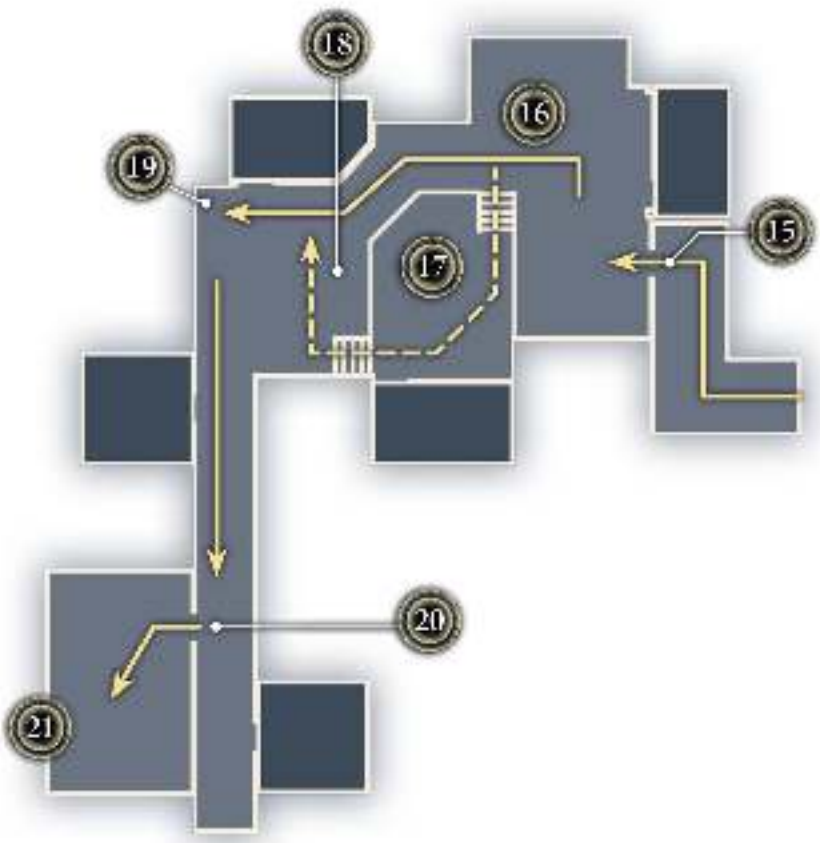
After disposing of the abuser, approach the woman **(12)** and talk to her. It appears she and a co-worker had an encounter with the dreaded Ripper the night before and her partner met a grisly fate.

When the conversation ends, move past the marked door on the left to the far end of the cluttered alley. Find the newspaper sitting atop the barrel **(13)**. Pick up and examine the *Greater London Dispatch*. It features an interesting account of your Mayfair battle the previous day.

Chapter III: Inequalities

A House of Ill Repute

Aux Belles Muses



LEGEND

15 Curtain entrance

16 Inspect item (photo)

17 Inspect item (cloth)

18 Inspect item (Darwin's note)

19 Lafayette and ladies

20 Bedroom escape

21 Exit to balcony

Galahad and Lafayette enter what turns out to be a Whitechapel brothel called Aux Belles Muses. Approach the table **(16)** where a customer slumps in his chair. Inspect the photograph on the table. Turn it over to see it's from "Zelda."

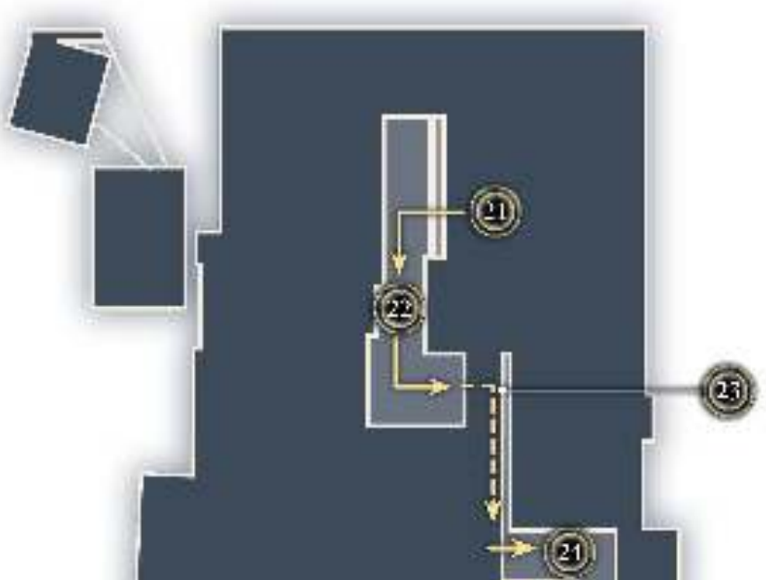
Then head down the nearby staircase to the roulette table and inspect the cloth **(17)with a raven insignia superimposed over a white castle. Galahad says, "The Ravens of London are getting organized." This insignia is the mark of the rebellion, named after the famous ravens that live in the Tower of London, also known as the White Tower.**

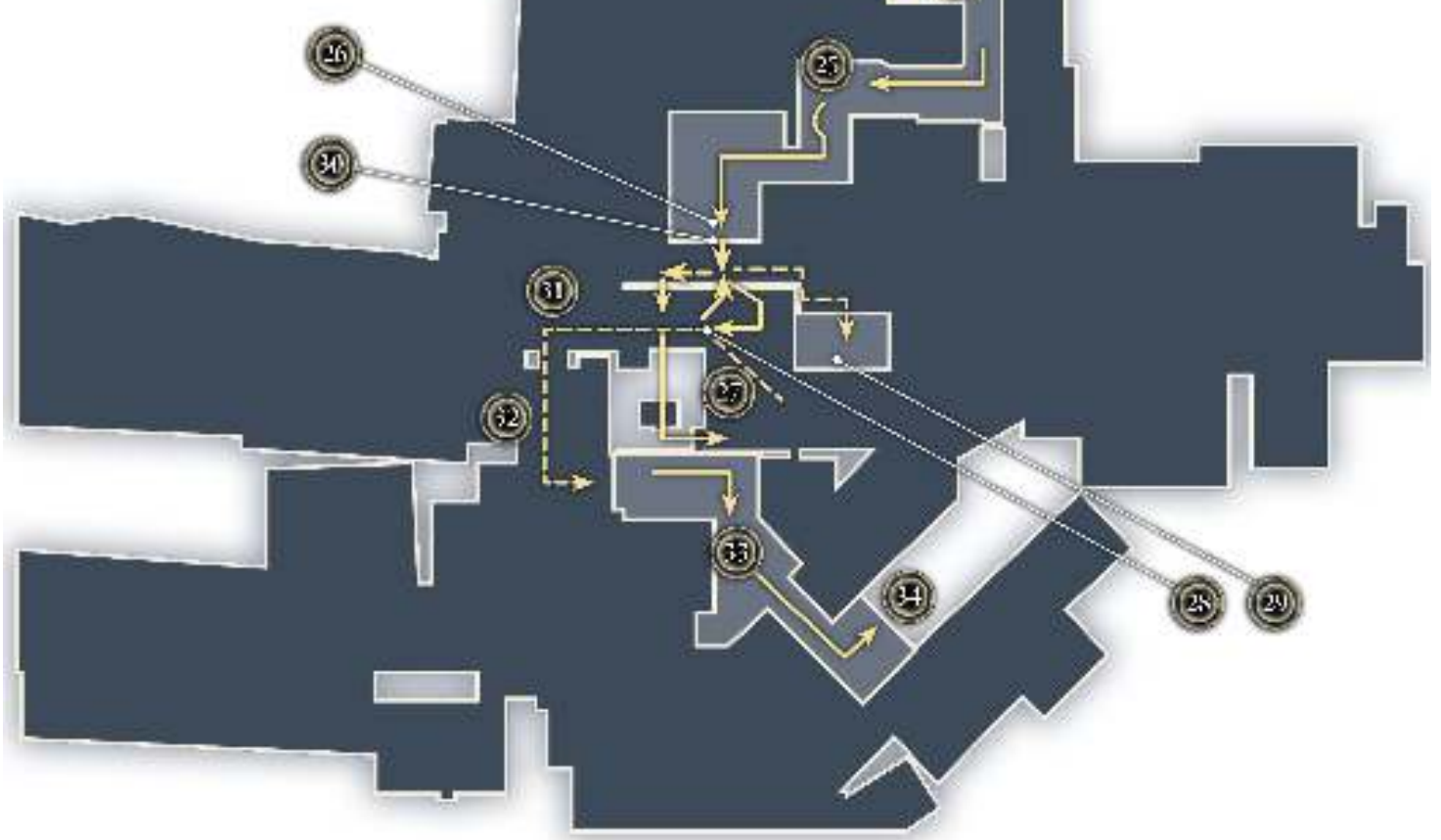
Chapter III: Inequalities

Good Times

The Knights interrupt some “good times” as they make their escape through a bedroom **(20)**. When the customer runs for his pistol, tap ✕ repeatedly to wrest it away from him and dispatch the fellow. (Galahad holsters the pistol, a powerful “Duelist” Double-Barrel revolver; Lafayette picks up an M85 Automatisch rifle.) This gives you a new directive. Exit the room via the door **(21)** to the balcony. Turn left to see Lafayette climbing to the rooftops.

Whitechapel Rooftops





LEGEND

21 From Brothel
22 Climb wall
23 Jump to beam
24 Climb to roof
25 Roof overlook
26 Jump across gap
27 Phonograph cylinder
28 Hoist crank
29 Phonograph cylinder (in trunk)
30 Window
31 Rebels
32 Weapon stash
33 Drop to walkway
34 Slide to ground

FIND A WAY TO THE HOSPITAL

Follow Lafayette up the wall **(22)** onto the roof. Climb up the next roof then head left to the gap between buildings. Use a traverse move to leap across and grab the wall beam **(23)**. Slide sideways toward the windows, drop down to the next lower beam, and then slide to the right *underneath* the windows…where you can see and hear the rebels mobilizing their search for the Knights. Continue sliding past the windows then pull yourself up onto the roof **(24)**.

Follow the rooftops to the overlook **(25)** where you see rebels running below. Galahad says, “Looks like we’ve stirred the nest.” Continue along the roof until you reach another gap **(26)** with a large bundle hanging from a hoist. This blocks your way to the right, so jump across the gap to grab the ledge, and then pull yourself up into the far room.

First, cross the room and find the phonograph cylinder **(27)** on the crate in the back right corner. This recording is “Sons and Daughters of Britain,” a message from The Conservative Party.

Then find the hoist **(28)** and repeatedly tap ✕ to crank it and raise the bundle. Then return to the opening and press ○ to drop down and grab the ledge again.

You can slide around the corner to the left and pull yourself up onto the roof to find a locked chest **(29).** Press △ to pry it open with Galahad’s blade. Inside you find another phonograph cylinder titled “The Anarchists 12.10.86”—a report from the London chapters of a worldwide anti-government movement, The Anarchists. It expresses suspicion about the motives and purposes of The Order.

Drop back down to the ledge using and slide rightward all the way until it ends beneath the open window **(30)**. Pull yourself up and follow the hallway down the stairs until you hear rebels talking up ahead.

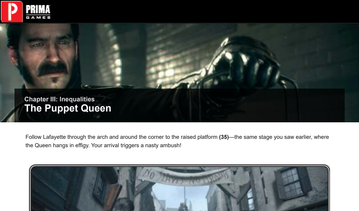
Creep around the corner and pick off the enemy pair **(31)** with your Duelist revolver. Push ahead into the next office where you find a nice stash of weapons**(32) including a fully loaded M85 Automatisch rifle and some grenades. Grab what you need then hop out the window next to Lafayette.**

Move across the last section of roof and jump over the brick railing to the walkway below (33). Follow it to the next railing—a surprised resident slams shut his door and window as you approach. Hop over the railing to slide down the long slanting roof (34) to the ground. Get ready for some very intense combat!

Whitechapel Ambush

LEGEND

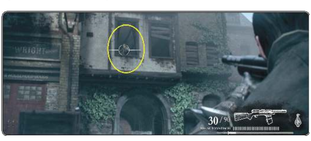
- 34 Slide to ground
- 35 Stage (triggers ambush)
- 36 Barricades
- 37 Hardware store
- 38 Sniper rifles
- 39 Cover
- 40 Ammo crate
- 41 Wagon blocks street
- 42 Detour through building
- 43 Rebels
- 44 Courtyard ambush!
- B Explosive barrel
- 45 Window post
- 46 Ammo crate
- 47 Push wagon
- 48 Inspect item (Drawing)
- 49 Jump to beam



Follow Lafayette through the arch and around the corner to the raised platform **(35)**—the same stage you saw earlier, where the Queen hangs in effigy. Your arrival triggers a nasty ambush!

FIGHT THROUGH THE REBEL AMBUSH

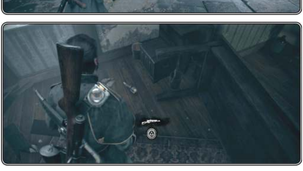
Hurry forward to find cover behind the street barricades **(36)**. The attackers include a rebel sniper in a window above the archway up ahead. After you take him out, a second sniper appears in the window next to it. Make snipers your priority targets! Then clear out the rest of the courtyard.



FACING SNIPERS

For additional information on sniper tactics see the Strategy section!

Now you have a choice of two ways forward. You can proceed through the archway or veer left through the open red doors of the Ferris and Wright hardware store **(37)**. If you take the latter route, Galahad calls to Lafayette to "take the street." Move through the store and climb the stairs to the second floor to find the pair of M84 Marksman Carbines **(38)** (dropped by the two snipers you took out earlier). Grab one and get extra ammo from the other. Look for grenade pickups as you move through the rooms as well.



When you emerge onto the building's back porch **(39)**, three more rebels move into position below and open fire. Use the brick railing for cover and eliminate the attackers. Then turn left on the street to find another grenade pickup and an ammo crate **(40)** just under the arch. Turn back and continue along the street. When you turn the corner you see a loaded cart **(41)** pushed to block the street passage.

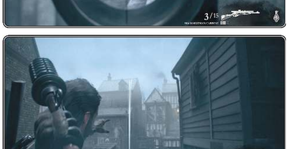
Enter the open doorway on the left, climb the stairs, and smash through the boards nailed across the doorway **(42)** at the top. Then hop down through the shattered section of wall.

Be ready! The moment you land, two rebels emerge from the building ahead. The second one is a deadly shotgunner, so take cover immediately. Once you drop both attackers, a huge rebel assault begins from across the courtyard to the south.

This is the biggest battle you've faced so far. The rebel crew includes aggressive shotgunners and, later in the fight, some grenadiers (distinctive in blue coats with red scarves across their faces). Listen for voices calling "Grenade!" and keep an eye out for the glowing red icon that indicates a live grenade. Be ready to sprint away!

Things to try in this hectic fight:

- Use the M84 Marksman Carbine in the early going (assuming you picked it up after the first ambush). You can also find one in the nearby hut, which will respawn. Keep a good distance from attackers—a sniper rifle is a poor short-range weapon if you get rushed! A good place to set up a sniper post is at the windows inside the hut (45).



- Use your grenades whenever you see rebels clumped in one area. A well-placed grenade toss can quickly thin enemy ranks.
- Locate the three explosive barrels across the courtyard (marked with a "B" on our map). If rebels gather near one of these barrels, shoot it! A hit can inflict both blast and fire damage.
- Use Blacksight if confronted by multiple attackers, or you get overwhelmed by a rebel rush. Keep checking your Blacksight meter to see if it's available for use. If so, remember to press (the left bumper) to trigger the mode. Shoot and switch targets quickly! Don't waste this valuable ability.
- Set up in the nook behind the low brick wall on the lower level (46). The reason: you're right next to an ammo crate! This is a fight in which you'll likely expend a lot of ammo, so it's nice to get ammo refills easily. You're closer to attackers here, however, so you might want to switch from the sniper rifle to another primary weapon.

Chapter III: Inequalities

The Eyes in the Sky

Galahad and Lafayette reach a vista point on a high rooftop. Galahad takes the TS-28 Monocular and starts scanning the area. He spots the hospital, two miles west—your destination. Then control is handed over to you.

LOCATE PERCEVAL AND IGRAINE

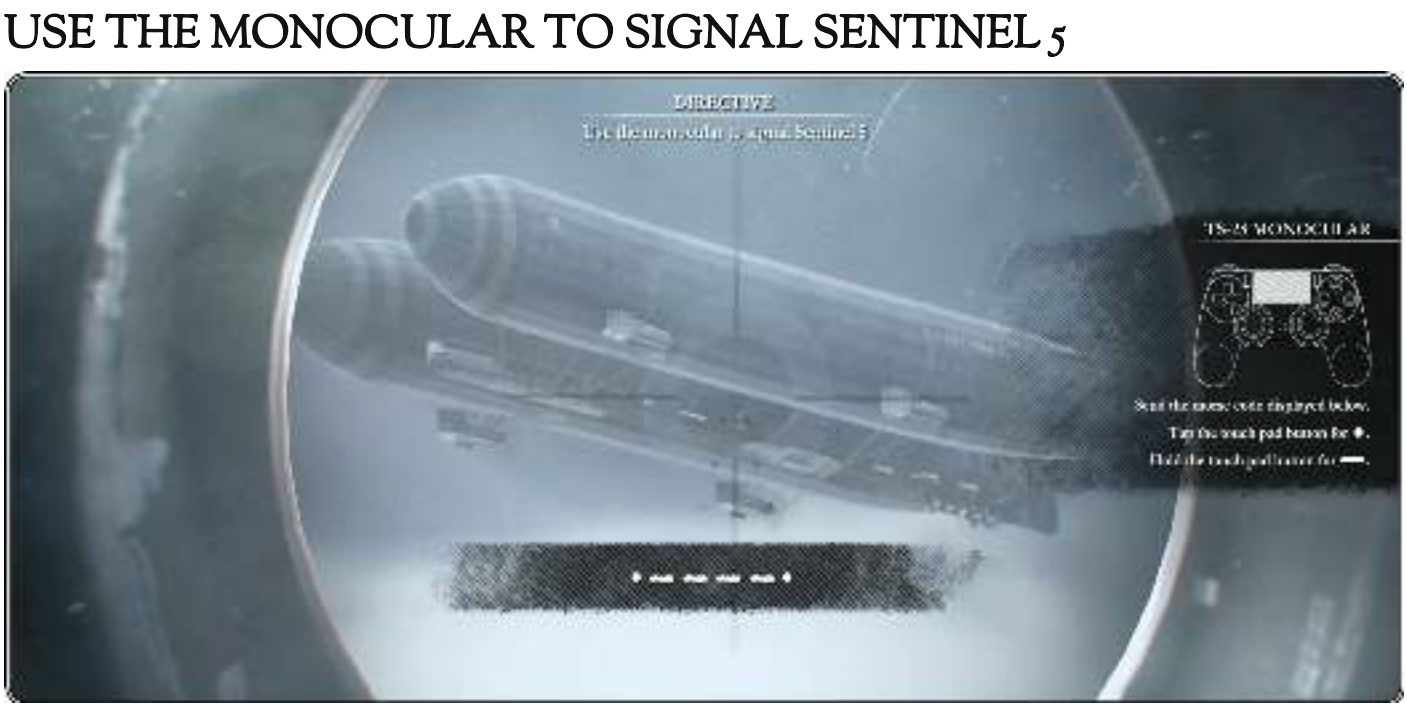
Use the right control stick to move the Monocular. Swing your view low and to the left to spot a collapsed section of the city's overhead rail tracks. (You'll be there shortly.) Then scan to the right to see electrical bolts from an Arc Induction Lance firing on the street below. That must be Igraine and Perceval.

Before you move to join them, Galahad contacts Air Command, looking for standby air support from anyone in the vicinity of Whitechapel. The airship *Sentinal 5* responds and calls for visual confirmation.

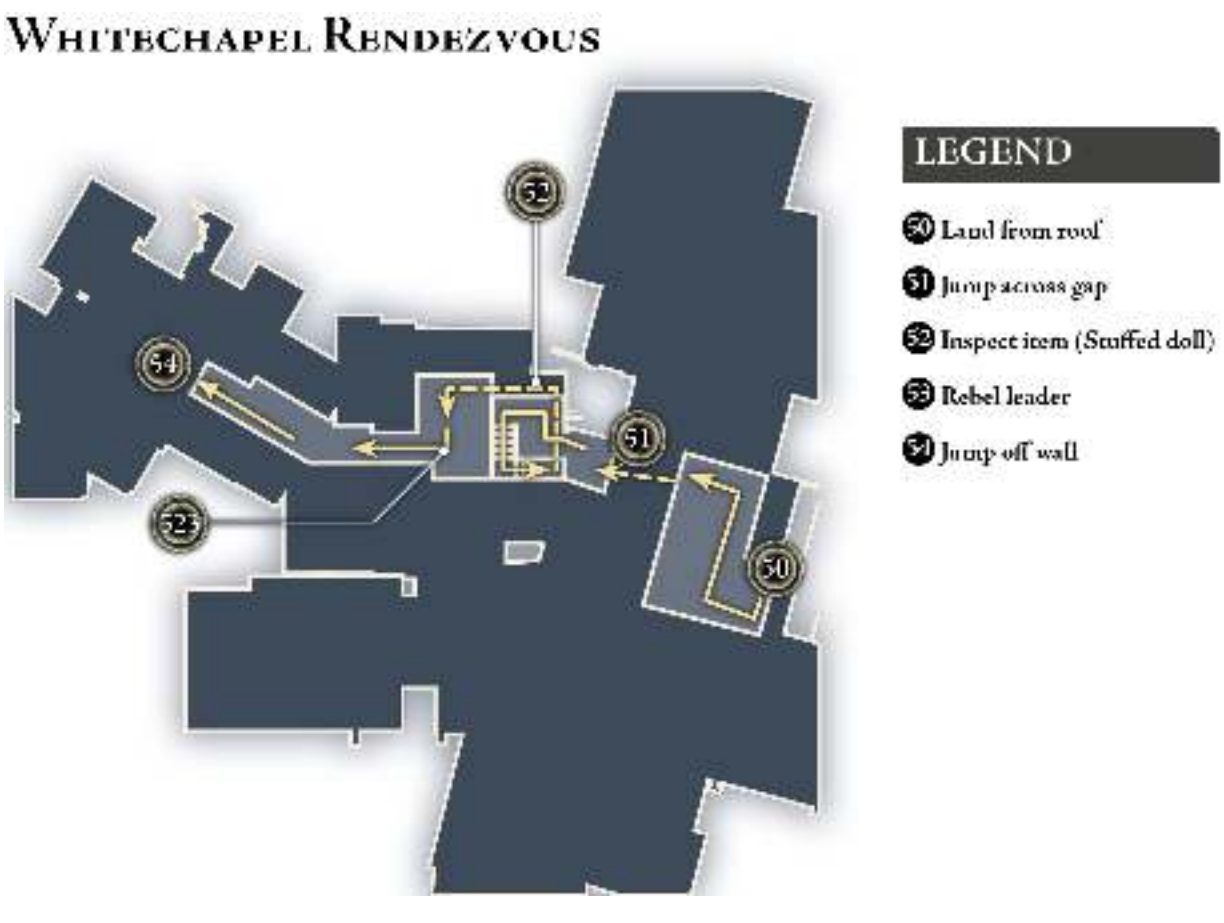
LOCATE AIRSHIP SENTINEL 5

Scan the Monocular view to the far upper left to find *Sentinel 5* (circled in our shot) flashing red and blue lights.

USE THE MONOCULAR TO SIGNAL SENTINEL 5



Once the Monocular zooms in on the airship, you must send visual confirmation of your position via Morse code signal: dot, four dashes, dot. (It appears onscreen.) Just tap your PS4 controller's touch pad button for a dot, and hold it down briefly for a dash. When the airship confirms the signal, Galahad automatically follows Lafayette off the roof.



RENDEZVOUS WITH PERCEVAL AND IGRAINE

Move through the ruined building then make the jump across the gap **(51)** between buildings. (Lafayette almost doesn't make it!) Climb through the window into the apartment and find the odd stuffed doll **(52)** sitting on a cabinet next to an oil lamp.

Chapter III: Inequalities

Reinforcements

Gun down the rebel leader then hop up and fight your way down the narrow lane to the right. Be patient—the space is tight and packed with many angry gunmen. When you finally clear the lane and reach the wall at the end, jump over it.

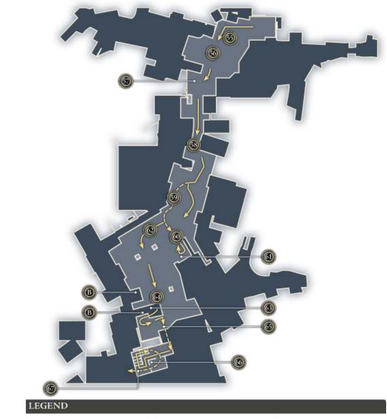
Galahad crashes through the decrepit roof below **(54)** and lands on a rebel firing his automatic rifle. Be ready to push ○ when the prompt appears as the rebel pulls his blade on Galahad. If you miss this prompt, you can still recover as the rebel pins Galahad to the floor. Start tapping ✕ until Galahad pulls a reversal and ends the threat.

Chapter III: Inequalities

Rebel Contraband

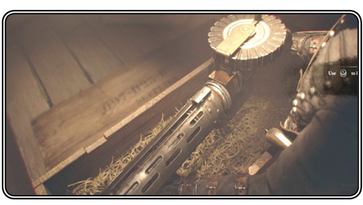
The cutscene continues as Perceval leads Galahad and Lafayette to a rebel armaments stash. It includes an Essex M86 Thermite Rifle—a powerful weapon manufactured for The Order that only recently saw its first field action. How did the rebels procure one? Then a constable appears to request your presence back upstairs.

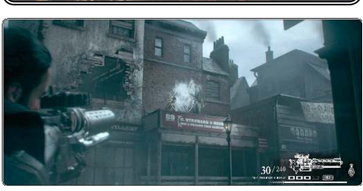
Whitechapel Main Street



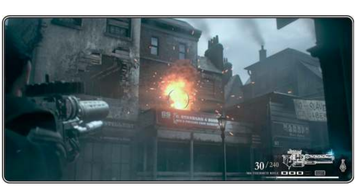
LEGEND

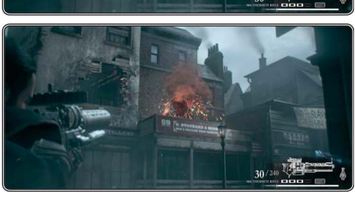
- Explosive barrel
- Pillar cover
- Constable down
- Inspect item (Map)
- Walkway
- Tilted cart
- Jump across street
- Grenades
- New scene triggered
- Rebel Heavy (Thermite Rifle)
- Cart
- Rail support strut
- Inspect item (Newspaper)
- Exit to square





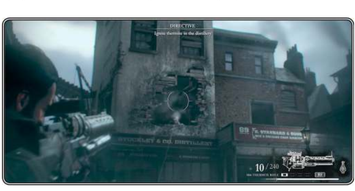
On the street, Igraine and the cop are taking heavy fire from rebels in buildings across the street. Rush forward to the pillar (**55**) and aim the Thermite Rifle slightly above any targets. Press to fire rounds of thermite-grit that burst into clouds of flammable dust. Once the clouds are deployed, press to fire an ignition flare into the dust. The ignition's initial explosion inflicts heavy damage to nearby targets, and then the blazing thermite falls, inflicting painful fire damage to anyone it touches. If you run low on thermite rounds, use the nearby ammo crate to refill.





Ignite Thermite in the Distillery

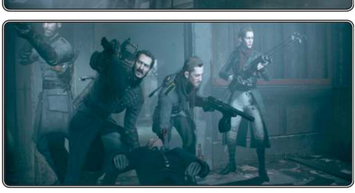
Soon a rebel opens fire at you from a hole torn in the wall of the Stockley & Co. Distillery. Pipes on its ceiling break and begin to spew gas. Fire a thermite cloud into the hole and ignite it with a flare. The gas explosion rocks the street!



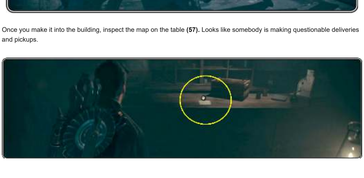
Unfortunately, the constable takes this as his cue to rush prematurely into the street, and takes a bullet in the back from rebels in the building directly above you.

Get the Constable Inside

Lafayette hurries to the constable while the others provide cover fire. But he needs your help. Go to the constable and press the button indicated to grab him with Lafayette. Galahad automatically wields his pistol as you drag the constable to safety. Start picking off the rebels up on the G. Miceli & Son balcony. Get headshots for quick kills, if you can. Nail them fast or you'll get a grenade dropped in your lap.



Once you make it into the building, inspect the map on the table (**57**). Looks like somebody is making questionable deliveries and pickups.



Chapter III: Inequalities

Roles Reversed

Lafayette gives colorful expression to his frustration with London's city planners: another deadend! (Note the rebel's raven & white tower insignia painted on the wall ahead.) Galahad grabs the Monocular and pinpoints a weak spot in the elevated tracks. As he prepares to move forward, you see an armored rebel heavy wielding a Thermite Rifle move into position on a raised platform **(63)** up ahead. *That's* not good. You need to reach that platform to access the tracks.

Sling thermite dust at the armored goon. When his thermite clouds appear near you, hustle away before they ignite. Note that an explosive barrel sits just to the right of the rebel heavy. When he foolishly drifts over near the barrel, explode it with a flare or pistol shot to take him out. When the street is clear, follow Perceval to the cart **(64)** lying on its side under the platform.

HELP PERCEVAL WITH THE CART

Approach the left side of the cart and press the button indicated to help Perceval pull it onto its wheels. Follow Perceval up the tilted cart, jump to the ledge above, and pull yourself onto the platform.

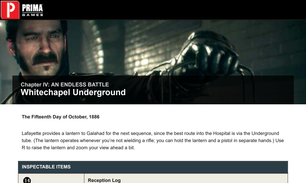
PLANT THERMITE ON THE BRIDGE

From the platform, climb the stairs up into the room. You need a Thermite Rifle for the next step. If for some reason you swapped yours out, another Thermite Rifle is on the room's floor with an ammo crate too. Hop out the window and plant a thermite cartridge on the track support beam **(65)** where indicated. Then shoot it with the rifle's ignition flare…and watch the glorious collapse.

Move forward and jump to swing across the gap to the next balcony using the metal lamp strut. From this balcony you see your fellow Knights rushing down the street below.

Chapter III: Inequalities
Somethings Not Right

The four Knights rendezvous at the hospital gate. The police refuse to move in, for safety reasons. Soon, those reasons become clear: a Half-breed pack is roaming the grounds. Dispersal is required, so Galahad calls in air support. The airship *Sentinel 5* appears and makes a sonar payload drop. Then Galahad and Igraine deploy into Bedlam.



Chapter XI: AN ENDLESS BATTLE

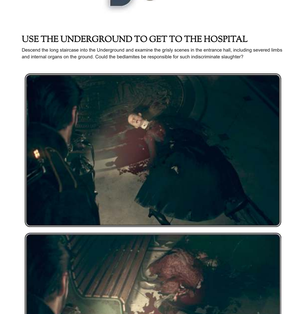
Whitechapel Underground

The Fifteenth Day of October, 1886

Lafayette provides a lantern to Galahad for the next sequence, since the best route into the Hospital is via the Underground tube. (The lantern operates whenever you're not wielding a rifle; you can hold the lantern and a pistol in separate hands.) Use R to raise the lantern and zoom your view ahead a bit.

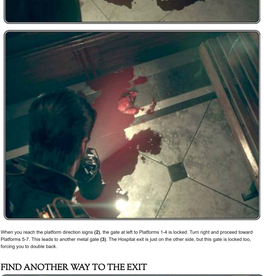
INSPECTABLE ITEMS	
11	Reception Log
12	Photo
13	Manifest
14	Phonograph Cylinder
15	Phonograph Cylinder
16	Uniforms

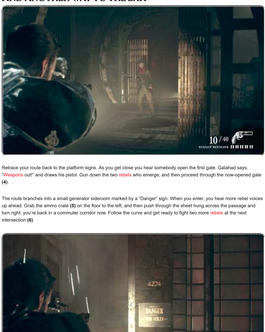
The London Underground, Whitechapel

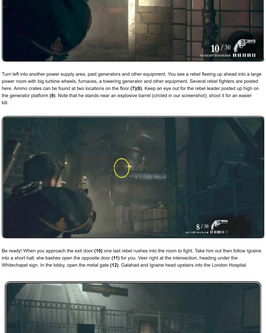


USE THE UNDERGROUND TO GET TO THE HOSPITAL

Descend the long staircase into the Underground and examine the grisly scenes in the entrance hall, including severed limbs and internal organs on the ground. Could the bedlamites be responsible for such indiscriminate slaughter?

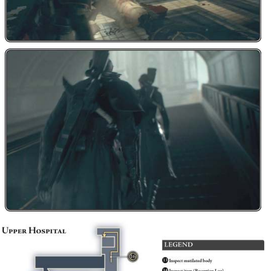






When you reach the platform direction signs (**2**), the gate at left to Platforms 1-4 is locked. Turn right and proceed toward Platforms 5-7. This leads to another metal gate (**3**). The Hospital exit is just on the other side, but this gate is locked too, forcing you to double back.

FIND ANOTHER WAY TO THE EXIT



Retrace your route back to the platform signs. As you get close you hear somebody open the first gate. Galahad says, "Weapons out!" and draws his pistol. Gun down the two rebels who emerge, and then proceed through the now-opened gate (**4**).

The route branches into a small generator sidercom marked by a "Danger" sign. When you enter, you hear more rebel voices up ahead. Grab the ammo crate (**5**) on the floor to the left, and then push through the sheet hung across the passage and turn right; you're back in a commuter corridor now. Follow the curve and get ready to fight two more rebels at the next intersection (**6**).

Turn left into another power supply area, past generators and other equipment. You see a rebel fleeing up ahead into a large power room with big turbine wheels, furnaces, a towering generator and other equipment. Several rebel fighters are posted here. Ammo crates can be found at two locations on the floor (**7**)(**8**). Keep an eye out for the rebel leader posted up high on the generator platform (**9**). Note that he stands near an explosive barrel (circled in our screenshot); shoot it for an easier kill.

Be ready! When you approach the exit door (**10**) one last rebel rushes into the room to fight. Take him out then follow Ignaine into a short hall; she bashes open the opposite door (**11**) for you. Veer right at the intersection, heading under the Whitechapel sign. In the lobby, open the metal gate (**12**). Galahad and Ignaine head upstairs into the London Hospital.

Upper Hospital

As they enter the London Hospital, Galahad spots Perceval on the street, talking to the hooded old man again. Inside, inspect the mutilated body (**1**) marked on the floor. Galahad says, "These patients have been mauled."

Chapter IV: AN ENDLESS BATTLE

Left Behind

Galahad moves around the corner to the right **(21)** and interrupts the feeding frenzy of a Half-breed. This one is a Lycan Elder, a huge, powerful, and perceptive creature. He doesn't like light, and he doesn't like you.

Galahad pulls his pistol as he backs away from the monster. When the Knight reaches the top of the stairs **(22)**, game control returns briefly to you. Target and shoot the pursuing Lycan as he chases Galahad up the corridor.

Eventually the beast knocks away Galahad's pistol, calls him a "swine" (ouch!), and then tosses him through a window **(23)** into the Hospital's morgue **(24)**. When he lands, Galahad's Falchion rifle skitters across the room. He's badly hurt, so press when the prompt appears to drink Blackwater and recover.

When control returns, push the left stick forward so Galahad scoots under the cover formed by an open body drawer and a fallen cabinet **(25)**. Hurry! If you don't make it in time, bad things happen.

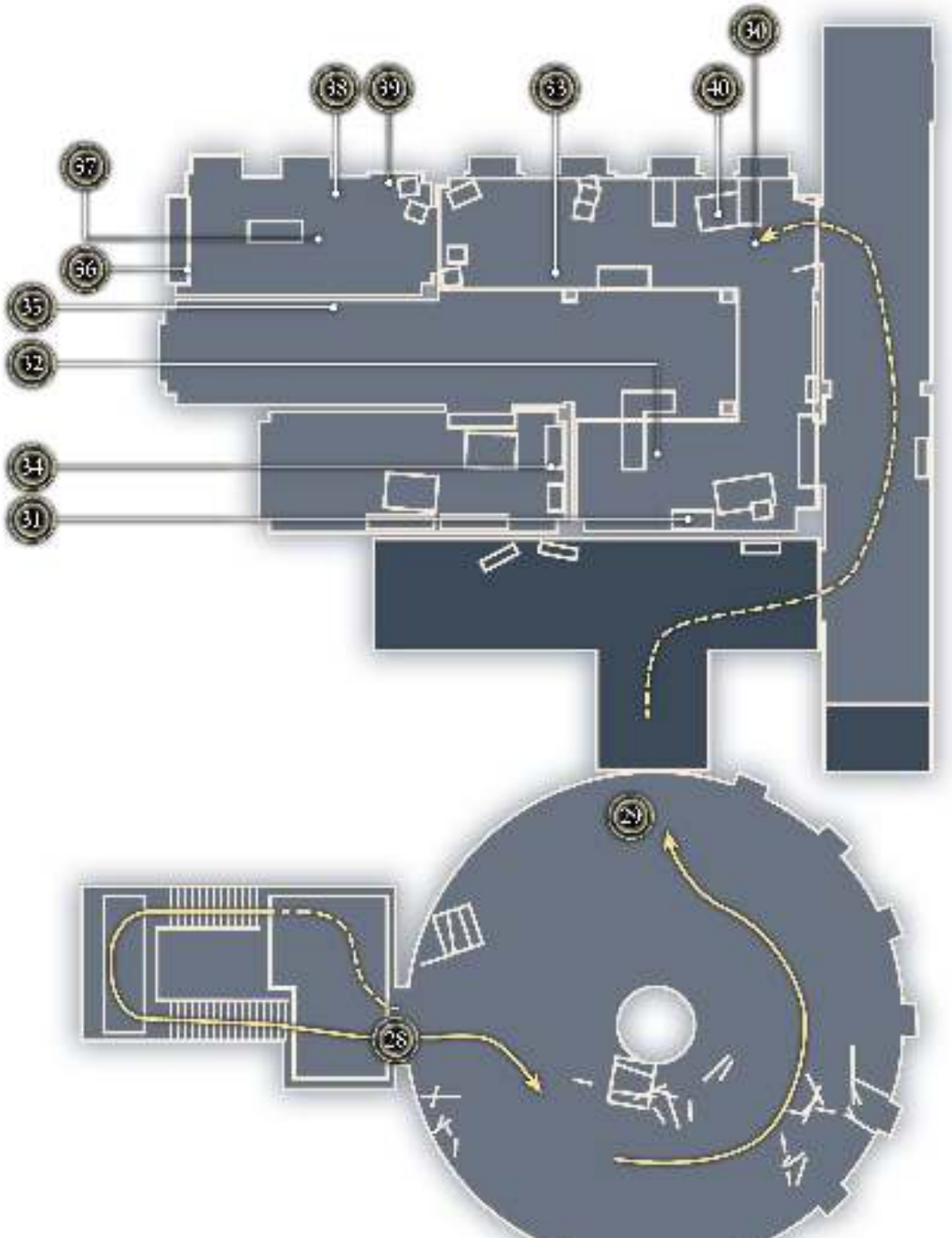
When you reach it, a short cutscene shows Galahad lunge for his Falchion then lean against a tile table. When the Half-breed drops in across the room, Galahad ducks behind the table **(26)**. In a truly frightening moment, the Elder tracks the smell of Galahad's blood across the room.

When the Elder finally makes his move, tossing the cabinet down to clear the way, Galahad pops out of hiding. Aim at the approaching monster, shoot him with your primary gun fire, and then press R1, the Falchion's secondary fire button, to hit the beast with a concussive blast. This knocks him backward and he bounds away.

FIND IGRAINE

Run to the chain-locked exit door **(27)** on the left side of the morgue and press △ to smash it open. Then hustle up the two flights of stairs to the big iron gates.

Triage Room and Psychiatric Ward



LEGEND

28 Iron gate
29 Debris (Elder fight!)
30 Psychiatric Ward
31 Inspect item (Photo)
32 Papers
33 Inspect item (Manifest)
34 Cabinet
35 Locked door (use lockpick)
36 Cabinet
37 Inspect item (Phonograph cylinder)
38 Inspect item (Phonograph cylinder)
39 Inspect item (Uniforms)
40 Igraine

Pull open the iron gates **(28)**. This triggers a quick scene: Galahad spots the Lycan Elder above, ready to pounce. Get your finger over the ✕ button! As Galahad shuts the gate, the beast leaps down and tries to yank it back open. Tap ✕ repeatedly until Galahad finally snaps a big padlock on the gate.

As Galahad moves into the hospital's triage unit, Igraine calls from across the room. Follow the circle of the room to see Igraine trying to pull open a jammed gate. Approach the debris pile **(29)** and press the indicated button. As Galahad tries to move the debris, Igraine spots the Lycan Elder drop in behind Galahad. The creature tears away Galahad's rifle, so the Knight draws out his blade.

KNIGHT NICKNAMES

Don't be confused when Sir Galahad and Lady Igraine call each other's names. They use the diminutives "Isi" and "Gray," short for their birth names Isabeau and Grayson. This certainly suggests a long, warm, and complicated relationship between mentor and student.

DEFEAT THE LYCAN ELDER

Here's your first boss fight. Fighting a Lycan Elder features a different set of mechanics than battles against regular Lycan soldiers. For one thing, there's no shooting: an Elder battle is a melee-only event that requires split-second timing as you slash at the monster and dodge in response to onscreen button prompts.

The fight proceeds in phases. In the direct combat phase you make blade strikes and try to dodge the Lycan's slashing attacks. If you lose the phase, the Lycan gores Galahad. If you win the phase, you trigger an event sequence that features button prompts that you must hit correctly. Success there takes you to the next combat phase; failure means death.

Strong Attacks vs. Weak Attacks

Galahad is armed with just his blade during the combat phases. To strike the Elder, press L2 for a Quick Attack or press R2 for a Strong Attack.

Aside from the attack animations, the differences are as follows:

- A Strong Attack inflicts twice the damage that a Quick Attack does.
- A Strong Attack generates twice the increase in your Blacksight meter as a Quick Attack does.
- But a Strong Attack is much more likely to trigger a Lycan counterattack than is a Quick Attack.

Special Actions

If you win a combat phase, an action sequence plays and Galahad may get the opportunity (via button prompts) to strike the Elder with another kind of attack or melee weapon—for example, a wooden plank or a pipe, or a piercing stab in the back. Sometimes these actions call for you to use the right stick to move your targeting reticle toward the action icon before pressing the prompted button.

Each one of these special action attacks inflicts triple the damage of a regular Quick Attack.

Dodging Elder Attacks

When fighting a Lycan Elder, your defensive prowess is just as important as your attack. Here, the key is to keep a thumb on your PS4 controller's right stick and watch the screen carefully for directional prompts. When one appears, *immediately* push the stick in the direction indicated onscreen. You have only a split second to respond!

Chapter IV: AN ENDLESS BATTLE

Stay With Me

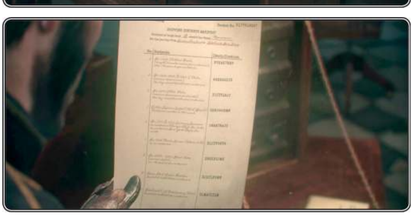
After finally vanquishing the Lycan Elder, Galahad rushes to the fallen Igraine. He carries her into the hall where he spots a fleeing rebel leader—the same one encountered earlier in the Whitechapel street and brothel. Then Igraine directs him into the Psychiatric Ward; there's something she wants Galahad to see.

SEARCH THE REBEL HIDEOUT

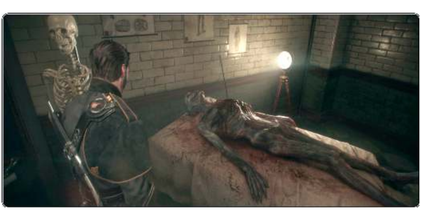
After Galahad lays Igraine on a ward bed **(30)**, start searching the rooms. You find a number of things to inspect, including some dead ends. First, head left toward the corner with huge wall maps of London and The World, strange things to find in a psych ward. Inspect the photo **(31)** of the United India Company's board of directors lying on the cabinet. Note that Lord Hastings is circled—clearly a rebel target.

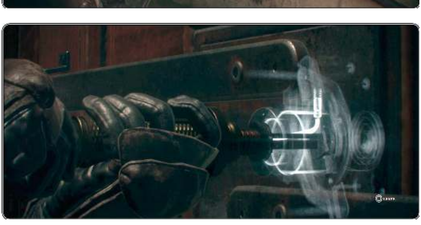
Turn around and inspect the papers **(32)** scattered on the nearby table. Galahad just shuffles them around, not finding anything of value.

Now move across the room to the long table **(33)** to find two Inspect icons. The left drawer produces nothing of value, but the paper on the right side of the desk is the *Agamemnon*'s shipping manifest, showing all the cargo destined for the Americas.



Head down the hallway and into the open room on the left. A Half-breed cadaver (or carcass?) lies on an examination table. Is this hospital research, or rebel research? You can cross the room and inspect the icon-marked cabinet **(34)**, but Galahad finds nothing of note inside.



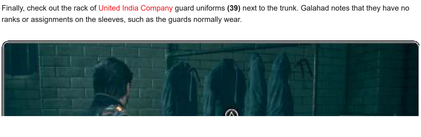


Go directly across the hall to the locked door **(35)** under the "No Admittance" sign. Once Galahad inserts his Stamford Lockpick, pick the lock by pushing up all three tumbler pins. (You've done this before, but if you need a refresher on the mechanics of lockpicking, check the Stamford Lockpick section under "Using Gadgets" in our Game Basics chapter.)

Enter to find a cornucopia of inspectable items. Check the cabinet **(36)** across the room contains nothing of value. Then grab the phonograph cylinder **(37)** sitting on the center table. It's a recording of an old song, "All Through the Night."

Now inspect the two search items in the room's back right corner. Start with the trunk on the floor **(38)**. Galahad uses his blade on the trunk; press repeatedly when prompted to pry it open. Pick up another phonograph cylinder. This one is "The Anarchists 29.09.86," another report to the movement. It notes the high level of coordination in the rebellion "which would suggest external oversight or help."

Finally, check out the rack of United India Company guard uniforms **(39)** next to the trunk. Galahad notes that they have no ranks or assignments on the sleeves, such as the guards normally wear.



Chapter IV: AN ENDLESS BATTLE
The Assassination Plot

Watch the chapter-ending scene as the Knights reunite and Nikola Tesla dispenses equipment. Lafayette reports that the *Agamemnon*, the flagship bearing Lord Hastings to America and clearly targeted by the rebels, has already departed. Perceval fears that the guard detail aboard is compromised by rebel infiltration, so the Knights must "unravel" the situations themselves. The question remains: how to get aboard the Agamemnon? The answer is floating above them.

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Chapter V: AGAMEMNON RISING

The Agamemnon

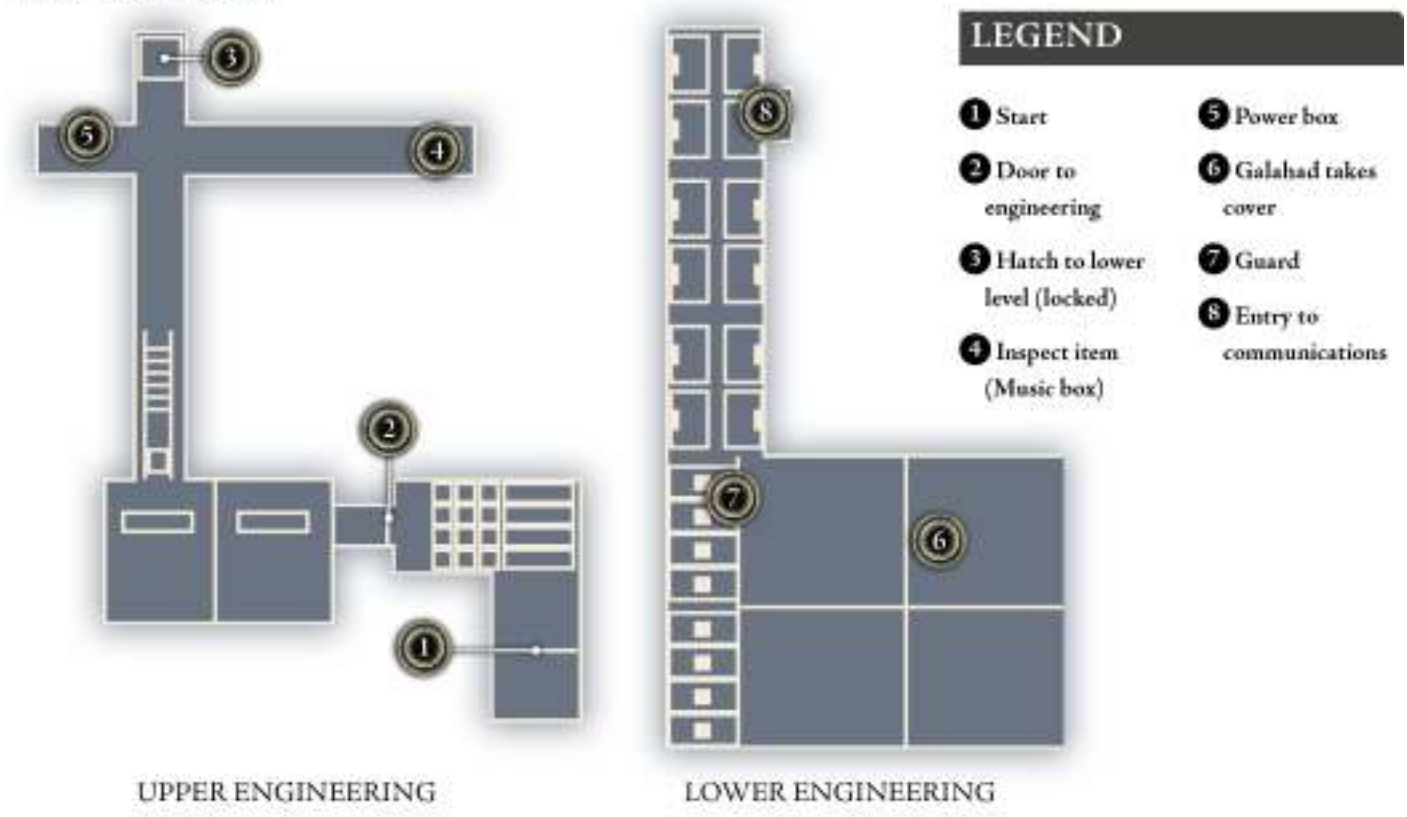
The Fifteenth Day of October, 1886

Sentinel 5 drops its four passengers atop the Agamemnon, which dwarfs the military airship in comparison. The Knights are equipped with rappelling gear. Try to enjoy the dizzying view of London below as the titanic company flagship makes its maiden voyage to Portsmouth.

INSPECTABLE ITEMS	
4	**Music box**
14	**Phonograph cylinder**
20	**Newspaper**
36	**Phonograph cylinder**
38	**Quartermaster list**
48	**Photo of chefs**

INFILTRATE THE AGAMEMNON

Engineering



First, you must rappel down the side of the *Agamemnon*'s hull to reach the engineering access hatch. Perceval orders the team to start their descent. Move the left stick in the direction you want Galahad to go, relative to his position on the screen. Then, when Perceval calls "Let's go!" press ✕ to kick out away from the hull and slide down the rope. Repeat until you reach the struts near the propeller housing at the bottom of the airship.

Chapter V: AGAMEMNON RISING

Rules of Engagement

Perceval sends Galahad and Lafayette to secure the airship's cockpit while he and Igraine try to mingle with guests to provide "eyes on the ground." His rules of engagement: do what you must, time is short. As the teams move out, Galahad pulls Perceval aside to ask about the old man he met in Mayfair and Whitechapel. The answer: "Patience, old friend. All in due time."

Perceval calls for stealth mode as the Knights reach the interior door **(2)** then deploy into the upper level of the engineering hold. Follow Lafayette down the first staircase and pause to listen to the guards below. Then proceed to the closed hatch and ladder **(3)** that leads down. Unfortunately, the hatch has a powerful magnetic lock.

DISRUPT POWER TO THE MAGNETIC LOCK

Facing the hatch, turn right and follow the catwalk to the end. There you can inspect a broken music box **(4)** sitting on the wooden handcart. Interesting, but useless.

Go back past the hatch and approach the red power box **(5)** at the other end of the catwalk. Press the button indicated to wield your TS-27 Inverter/Rectifier. Galahad automatically hooks up the clips and opens the device. Now use it the same way you did in Tesla's lab, trapping the two bouncing mercury blobs between the needles. This inverts the current, overloads the circuit, and disables the magnetic lock.

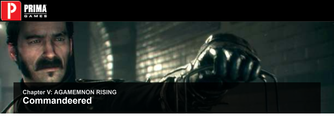
As you follow Lafayette to the ladder and press △ to descend, you hear Perceval report deadly-force resistance from United India Company guards. He gives you the go-ahead to reciprocate if necessary. Let's do it! Down on the lower level, you automatically take cover **(6)** and assess the situation.

STEALTH MECHANICS

First, always approach stealth targets *directly* from behind. Second, press △ to attack only when the prompt is highlighted white. (It flashes on and off, so timing is key.) If your target turns enough to catch a glimpse of you, or you mis-time your attack, the consequences for Galahad are always dire.

TAKE OUT THE GUARD UNDETECTED

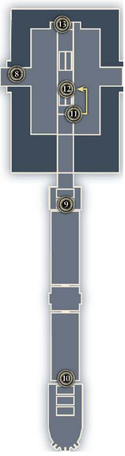
Creep up behind the guard tinkering with the power box **(7)**. When you get close, a flashing △ prompt appears. Carefully time your button-press for when the prompt is highlighted white. If you strike while the prompt is dimmed, the guard turns and shoots you. This boots you back to the checkpoint for another try at your stealth approach.



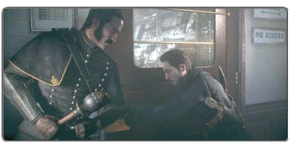
Operations and Bridge

LEGEND

- 9 Entry
- 9 Forward cabin door
- 10 Bridge door
- 11 Take cover here
- 12 Guard (use stealth)
- 13 Locked door (use lockpick)



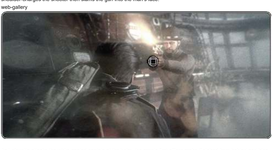
Proceed down the stairs and open the door at the bottom **(9)** to trigger a quick scene: the Knights spot a guard entering the Bridge up front. Follow Lafayette to the Bridge door **(10)**. He hands Galahad a smoke grenade. Press the buttons prompted onscreen to count down and toss the grenade onto the Bridge.



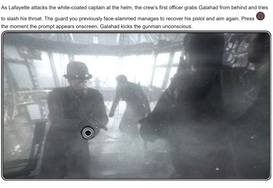
This triggers a fast-paced action sequence that calls for quick button-presses in the correct order. Both Knights automatically rush the smoke-filled cabin.

Here's the three-part button sequence:

- Galahad automatically heads for the armed guard. Press the moment the prompt appears onscreen. Galahad shoulder-charges the shooter then slams the gun into the man's face.



- As Lafayette attacks the white-coated captain at the helm, the crew's first officer grabs Galahad from behind and tries to slash his throat. The guard you previously face-slammed manages to recover his pistol and aim again. Press the moment the prompt appears onscreen, Galahad kicks the gunman unconscious.



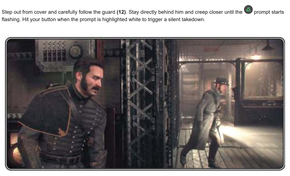
- Now comes a "turning point" with the officer behind Galahad. When the targeting reticle appears, use your right stick to move the reticle left, toward the icon. When the prompt appears, quickly press it to "take action." In this case, that action includes some fun with a fire extinguisher.

Afterwards, Galahad reports success to Perceval who calls him to the Ballroom to protect Lord Hastings. Leave the helm in Lafayette's capable hands and start retracing your route back to Operations.

HEAD TO THE BALLROOM UNDETECTED

Stealth time! When you reach the stairs **(9)**, you hear a voice up ahead: a guard. Climb to the top of the stairs and spot him moving across the Operations center. Take cover at the nearby wall **(11)**. Wait near the right corner (see our screenshot) as the guard steps out, shines his light toward you, then turns around and heads back.

Step out from cover and carefully follow the guard **(12)**. Stay directly behind him and creep closer until the prompt starts flashing. Hit your button when the prompt is highlighted white to trigger a silent takedown.

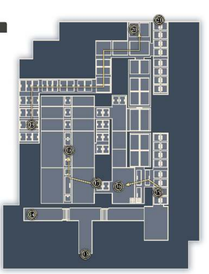


Now you can proceed to the far door **(13)**. It's locked, so Galahad inserts his Stamford Lockpick. Disengage all three tumbler pins, and then open the door and exit the Operations area.

Crew Quarters

LEGEND

- 14 Entry
- 15 Phonograph Cylinder
- 16 Hide here
- 17 Guard
- 18 Hide here
- 19 Guard
- 20 Overhear rebels
- 21 Inspect item (Newspaper)
- 22 Exit to ballroom foyer



This is the Crew area, and the stealth work continues. It gets trickier here, though. This time, two guards pace the aisles. When you first arrive, they stand directly ahead discussing rumors that the Company sent sharpshooters to its dockside operation at Blackwall Yards.

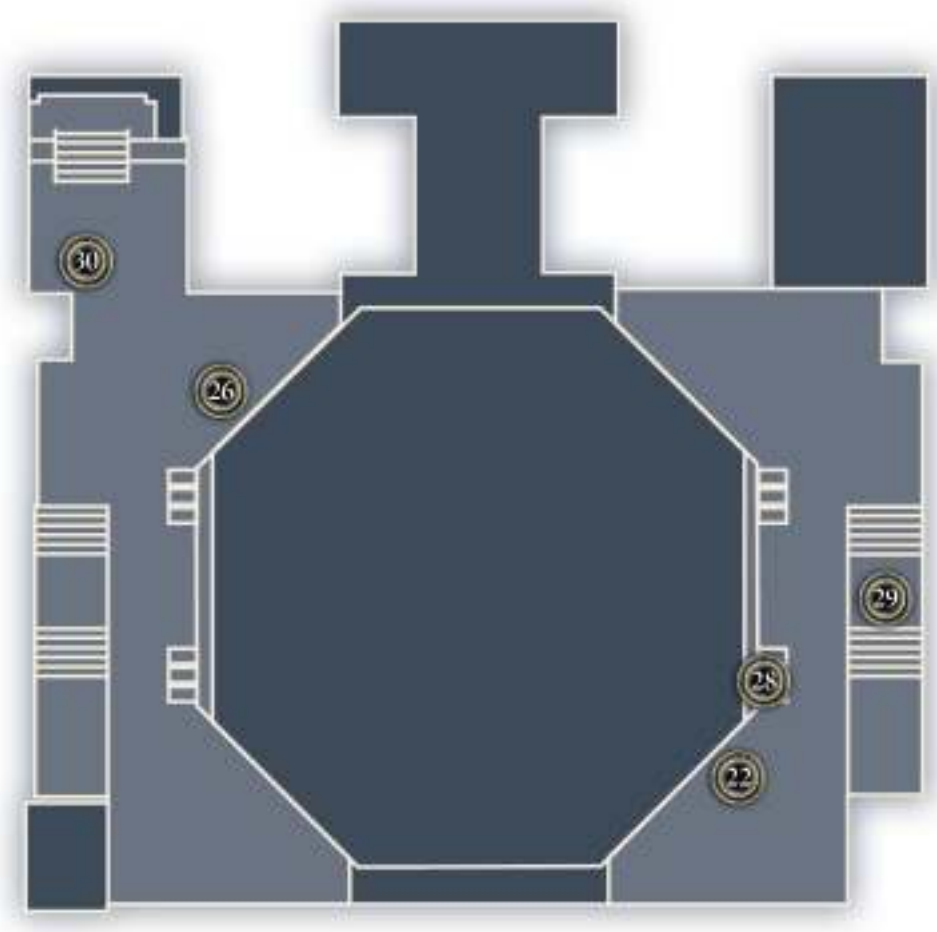
First, turn left and find the "Agamemnon Christening" phonograph cylinder **(14)** sitting on a handcart. This one features Lord Archibald Spencer expounding on Britain's supremacy in the skies and its role as "stewards of this world."

Go through the open door on the opposite side, turn left and move down the hallway to the first corner **(15)**. Take cover there and wait. You should see a "Mess" sign (circled in our shot) up high when you peek around the corner. A guard moves in from the right then turns away from you to look toward the Mess sign. Sneak up and execute a stealth kill **(16)**.

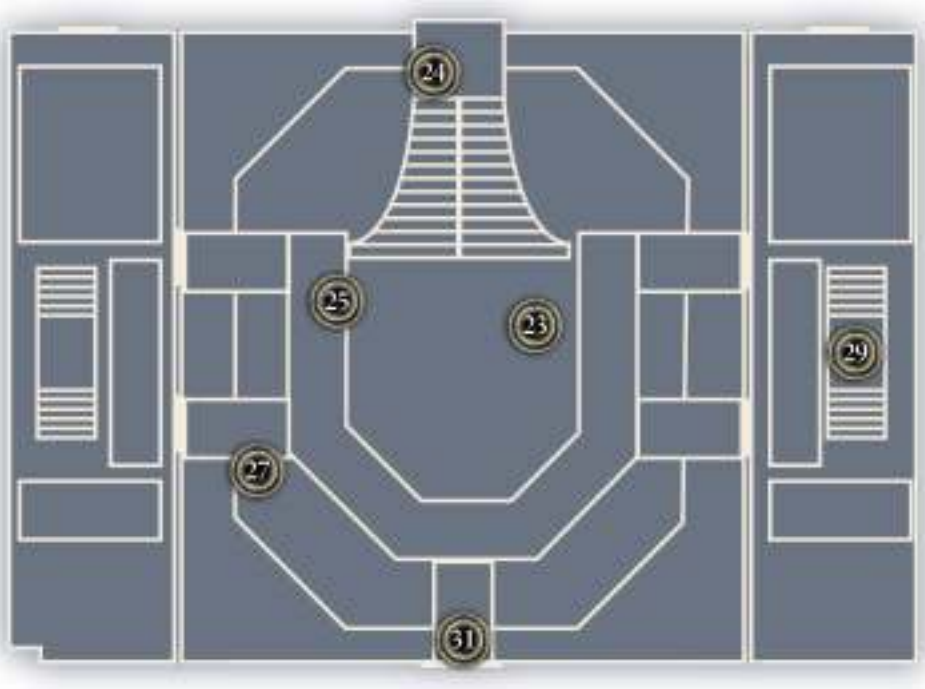
Vantage Point

Ballroom Foyer

UPPER FOYER



LOWER FOYER



LEGEND

22 Vantage point
23 Lord Hastings & Sir Lucan
24 25 Company guards
26 27 Disguised rebels
28 Automatic pistol
29 Stairs
30 Hiding rebel
31 Foyer exit

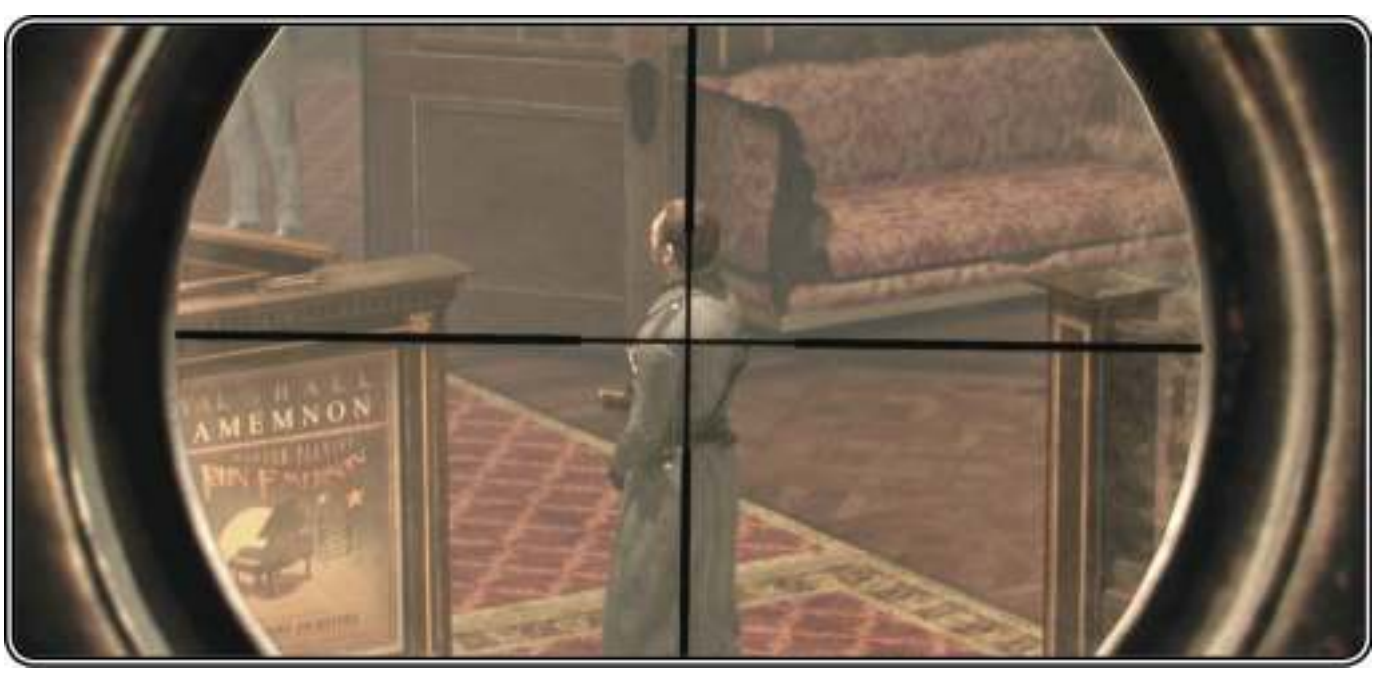
Galahad surveys the foyer and spots an immediate complication: Sir Lucan, the Knight Commander, accompanies Lord Hastings, perhaps for added security purposes. Galahad moves upstairs to a better vantage point **(22)** on the balcony overlooking the foyer. He assembles his M84 Marksman Carbine, and employs its scope to gather additional intelligence.

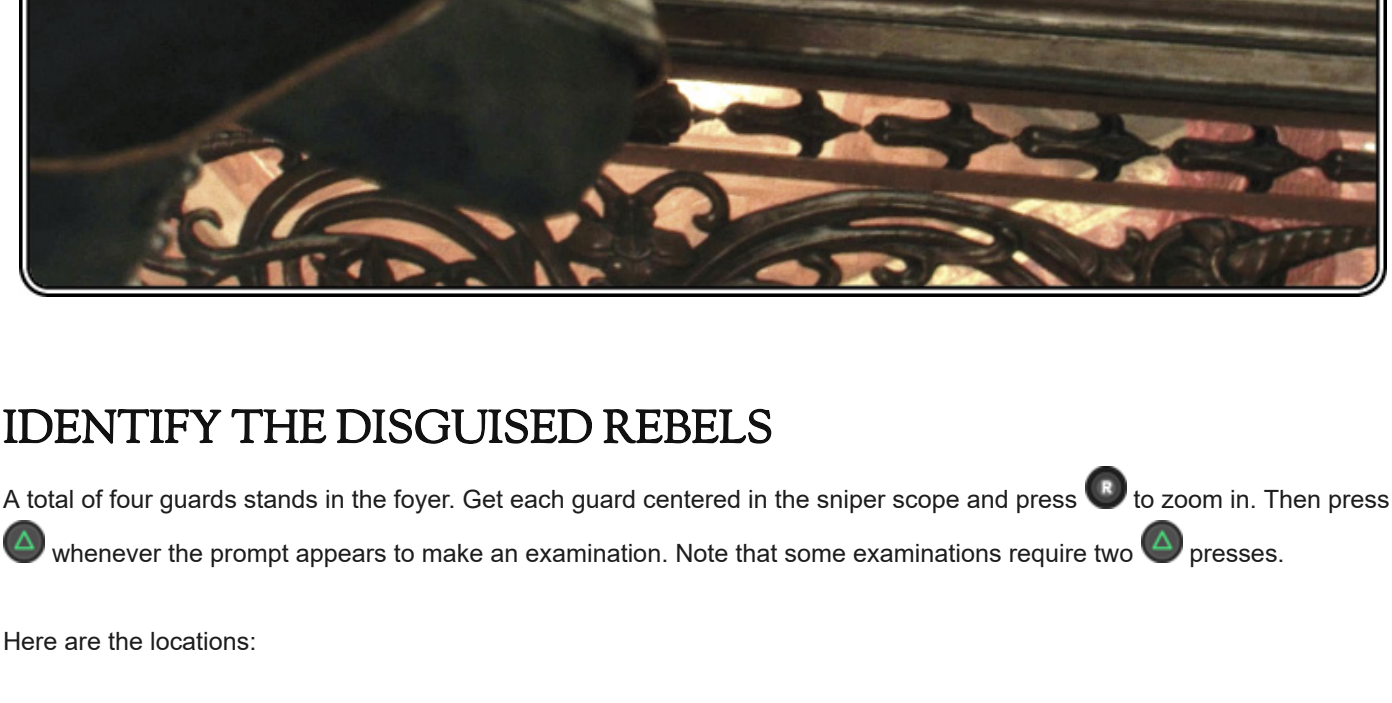
Lucan and Hastings stand on the foyer floor near a display **(23)**. United India Company guards are posted around the room, but some are rebel assassins in disguise. As Galahad points out, the stolen company uniforms stashed in the London Hospital didn't have proper insignias on their shoulders. So your task now is to find the guards with no shoulder patches.

IDENTIFY THE DISGUISED REBELS

A total of four guards stands in the foyer. Get each guard centered in the sniper scope and press R to zoom in. Then press △ whenever the prompt appears to make an examination. Note that some examinations require two △ presses.

Here are the locations:





Chapter V: AGAMEMNON RISING
Stand and Fight

STOP THE REBELS FROM COMING INTO THE FOYER

Start picking off rebels from your sniper post using the M84 Marksman Carbine. Use the scope's zoom function to target headshots on rebels. You can nail targets efficiently even if they're using cover. Stay upstairs for the first wave, moving along the banister to get better shooting angles, if necessary.

When you find no more targets from the balcony, swap your sniper rifle for a pistol. Be ready! Descending the staircase **(29)** to the ground floor triggers a second rebel attack wave. This one includes an aggressive shotgunner with a powerful Coach Gun who rushes across the foyer for close-range attacks. (If you're still equipping the sniper rifle, these in-your-face rushes can give you fits!) Watch out for a rebel grenadier as well.

You must clear the foyer completely, including two enemies upstairs on the far balcony. One is at the top of the stairs, and another hides just beyond the "Balconies" doorway **(30)**.

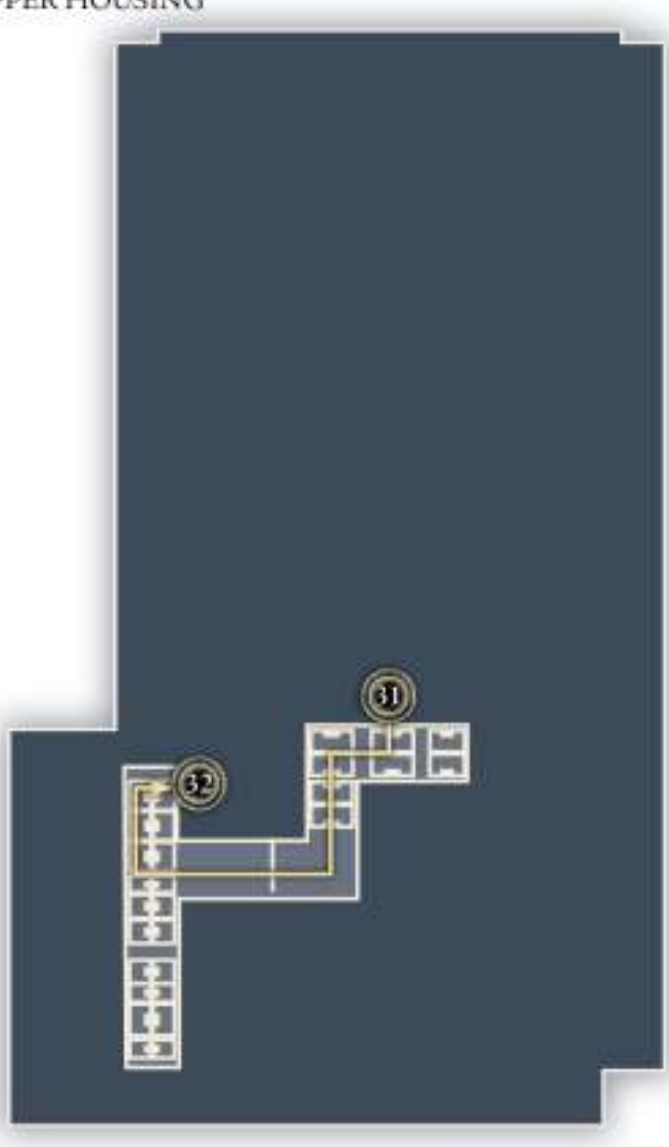
When this last foe falls, a brief cutscene plays: a powerful explosion rocks the airship, and Perceval reports a bomb detonated on the front engine. Suddenly, the same rebel commander you saw in Whitechapel appears and orders her troops to fall back. She orders a grenadier with a backpack to follow her, and they slip out a side door.

PURSUE THE REBEL LEADER AND HER ACCOMPLICE

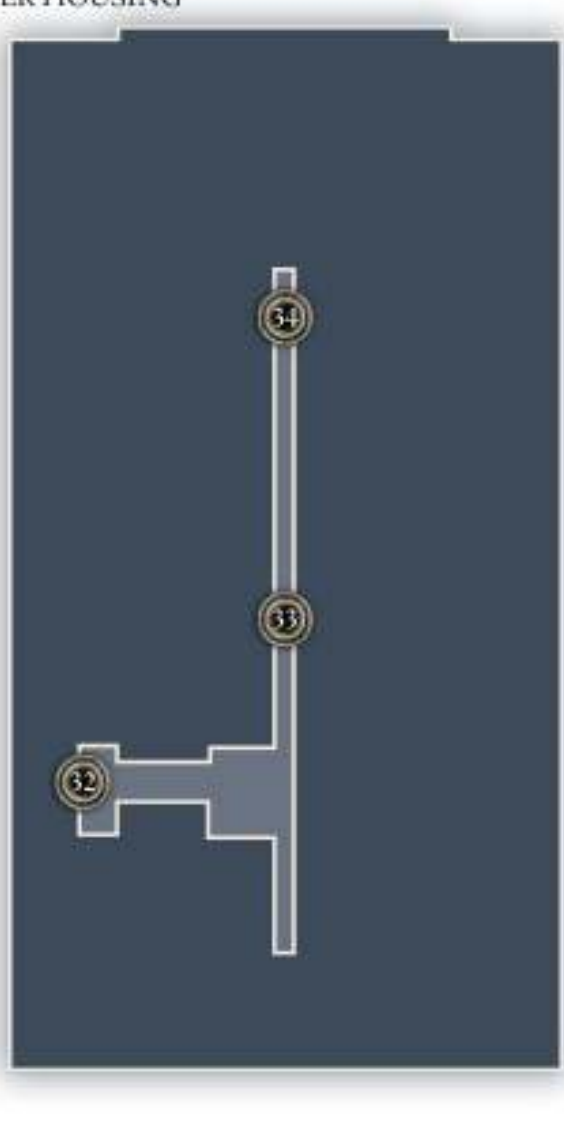
Your new objective is to follow this "mark" before she escapes. More rebels sweep into the room to cover their leader's exit. As you fight them, you hear the *Agamemnon*'s officers calling evacuation to the lifeboat decks. Gun down the rebels and then head out the side door **(31)**. It leads into the propeller housing.

Propeller Housing

UPPER HOUSING



LOWER HOUSING



LEGEND

31 Door from ballroom foyer

32 Ladder

33 Hop strut

34 Tanks (rebel smokescreen)

Follow the passage to the ladder **(32)** and descend it to trigger a quick cutscene: the rebel commander and her bandanaed grenadier escape down a catwalk. The soldier tosses a smoke grenade behind them for cover as Galahad reaches the level.

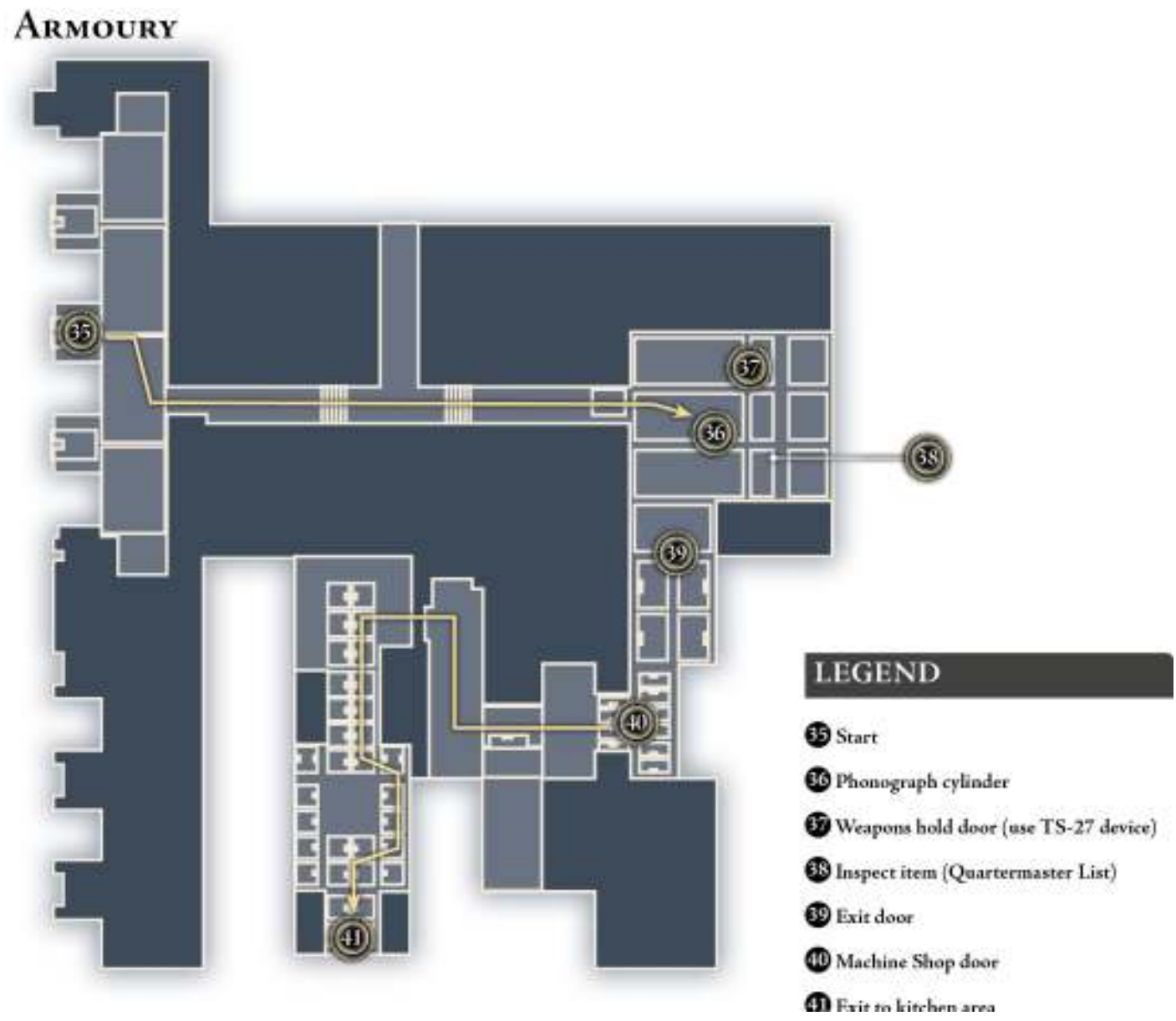
Chapter V: AGAMEMNON RISING

CQD, SOS, DE, GFAXX

Here you cut to the hectic scene on the airship's Starboard Emergency Deck. As panicked passengers herd into aerial lifeboats for evacuation, Lucan and Perceval wrangle over the situation. Galahad orders Igraine to find Lafayette in the cockpit and evacuate. When the button prompt appears, press △ to release the lifeboat carrying Lucan and Lord Hastings. Then Perceval reports that a nearby guard station armory is available for plundering before you hunt down the rebels.

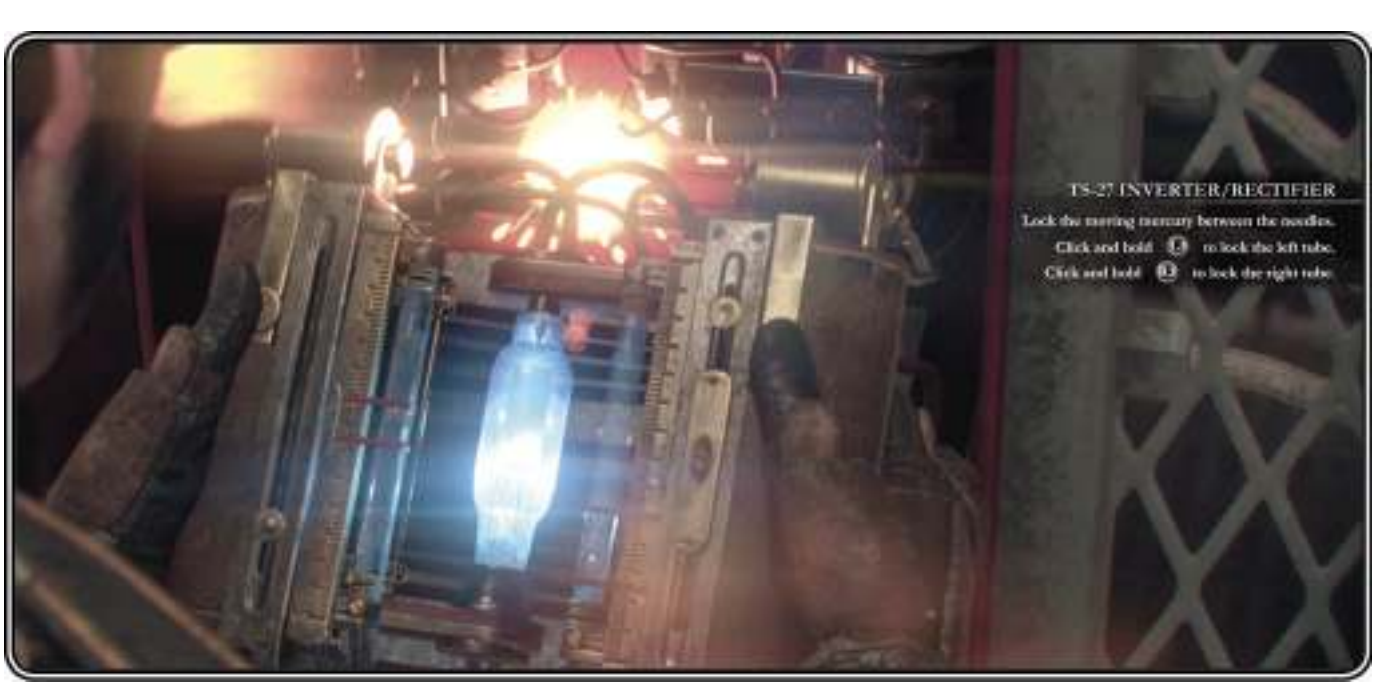
MORSE TITLE

This scene's title is a series of Morse Code messages. "CQD" and "SOS" are both standard radio distress calls. "DE" means "from" or "this is." And "GFAXX" stands for the Agememnon.



FIND THE REBEL SABOTEURS

From your starting spot **(35)** when the cutscene ends, follow Perceval through the open door under the Armoury sign and down the walkway into the Ship Security area. Find the "Evacuation Procedures" phonograph cylinder **(36)** on the desk. If you listen to it, note the "class-prioritized order of evacuation."

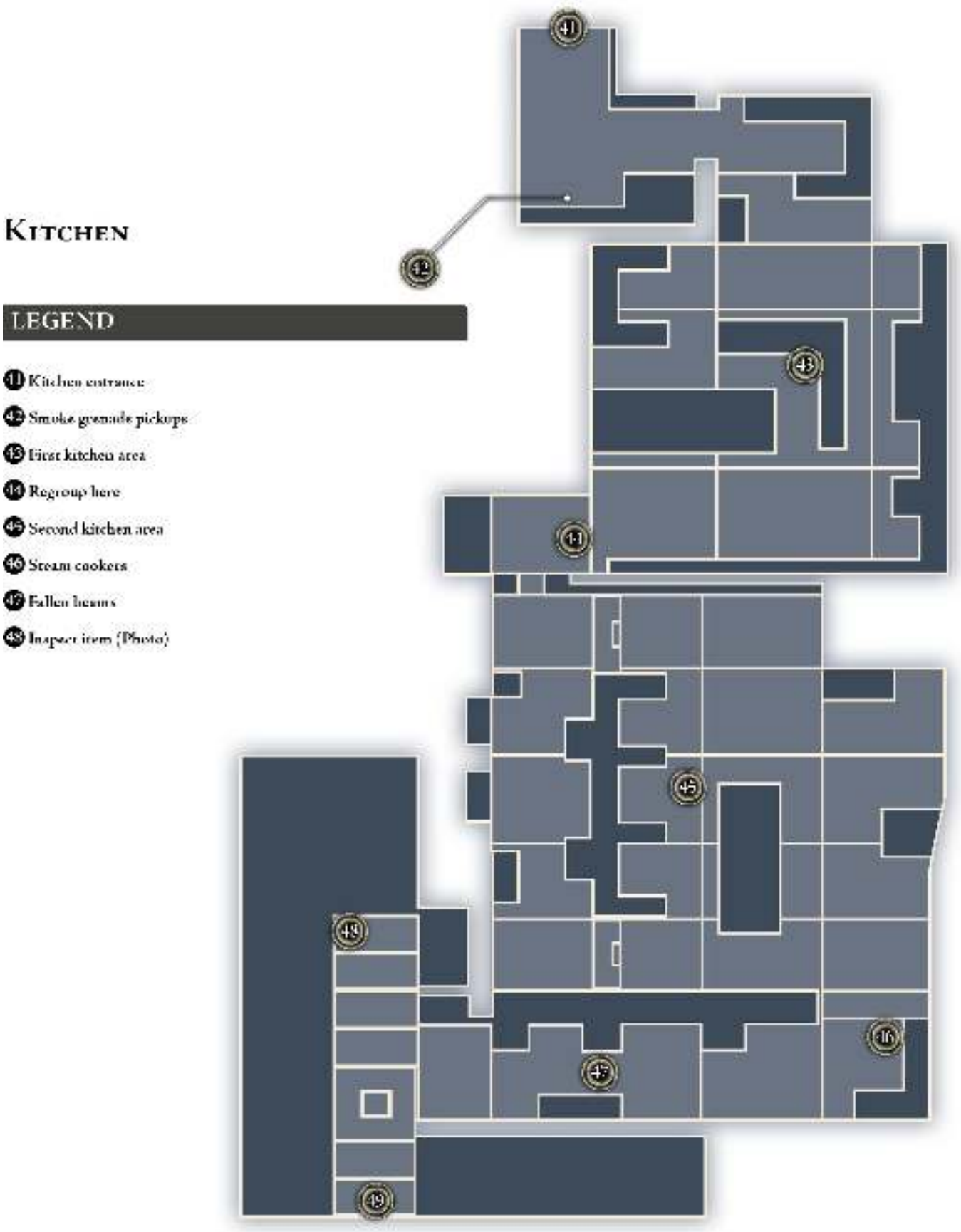

TS-27 INVERTER/RECTIFIER
Lock the moving mercury between the needles.
Click and hold L1 to lock the left tube.
Click and hold R1 to lock the right tube.

Approach the door to the ship's weapons hold **(37)** and press △. Galahad pries open the power box then wields his TS-27 Inverter/Rectifier and hooks up the clips. As before, trap the two mercury blobs between the needles to disable the door lock. Then enter the weapons hold and take your pick of armaments. Grab the ammo crate after you select weapons.

Finally, inspect the piece of paper, a quartermaster's list **(38),** sitting amongst the tools on the last table. As Galahad points out, the ship is stocked with enough munitions to support a small army. Clearly, the United India Company is very serious about security.

Chapter V: AGAMEMNON RISING

Cooks in the Kitchen



This is a tough fight, so grab the pair of smoke grenades stashed in the Dry Goods Storage alcove **(42)** as you pass. Then move into the first **(43)** of two kitchen areas and take cover. Toss a smoke grenade then push forward and eliminate disoriented rebels. Watch out for shooters popping out from nooks on the left side of the room; also beware the shotgunner with a Coach Gun who rushes you. When you've cleared the first kitchen, rejoin Perceval in the small connecting alcove between kitchens **(44)**.

Now move into the second, bigger kitchen **(45)** and attack using the same basic approach. A center wall section splits this area into two parts. Move left into the big cooking area and toss another smoke grenade greeting, then start shooting. This is a perfect place to use your Blacksight ability. You can clear the entire space in one Blacksight cycle! Then advance around the corner to the right and nail the last few gunmen.

DICING AND SLICING

If you get directly across a cooktop from a rebel, you can grab him for a melee kill!

Exit the kitchen past the steam cookers in the far corner **(46)** into the Washing area. Here you find fallen ceiling beams **(47)** obstructing the way. Move next to Perceval at the obstruction and press △ to trigger a new scene. Perceval and Galahad struggle with the debris…and then a further collapse suddenly cuts them off from each other.

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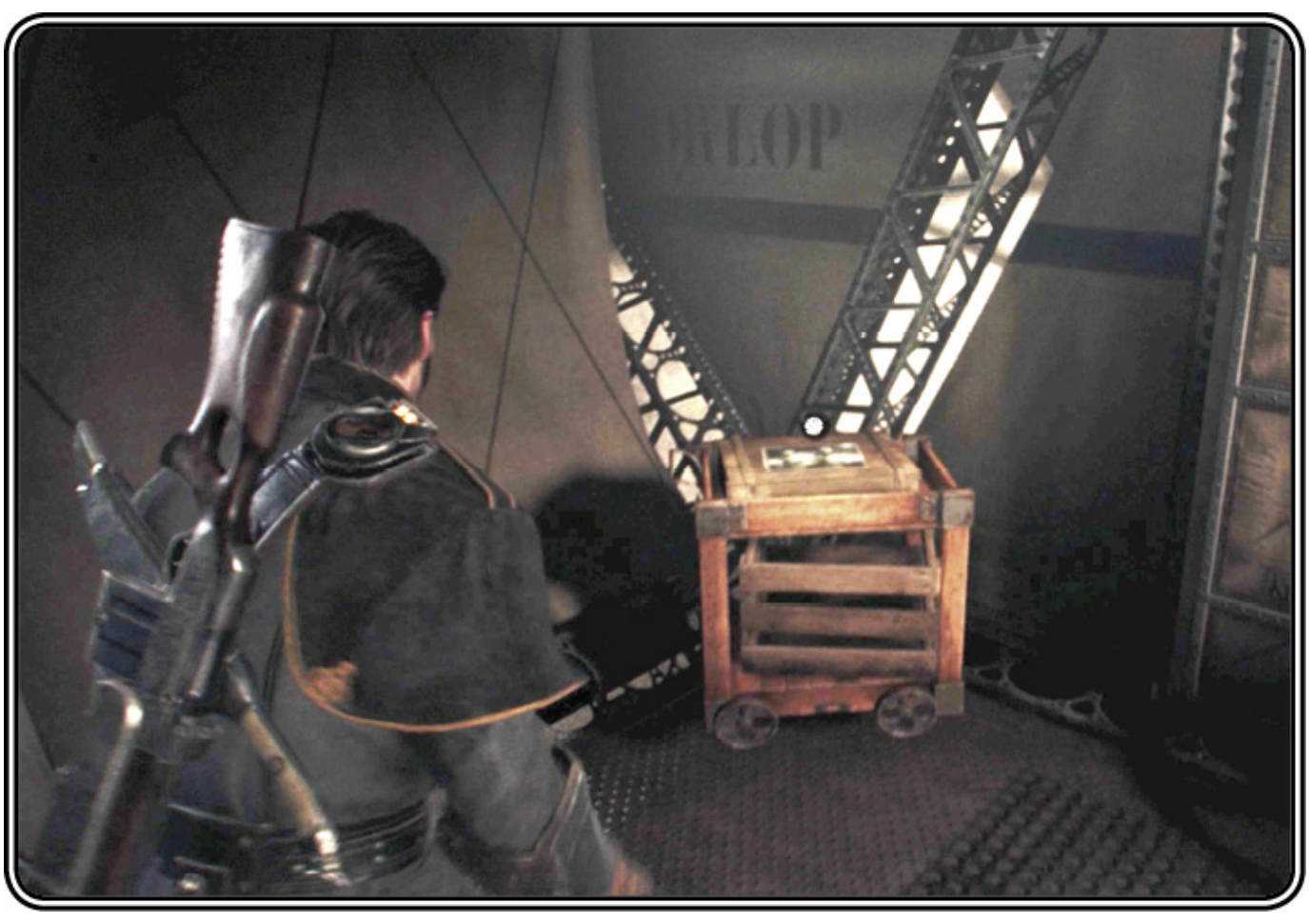
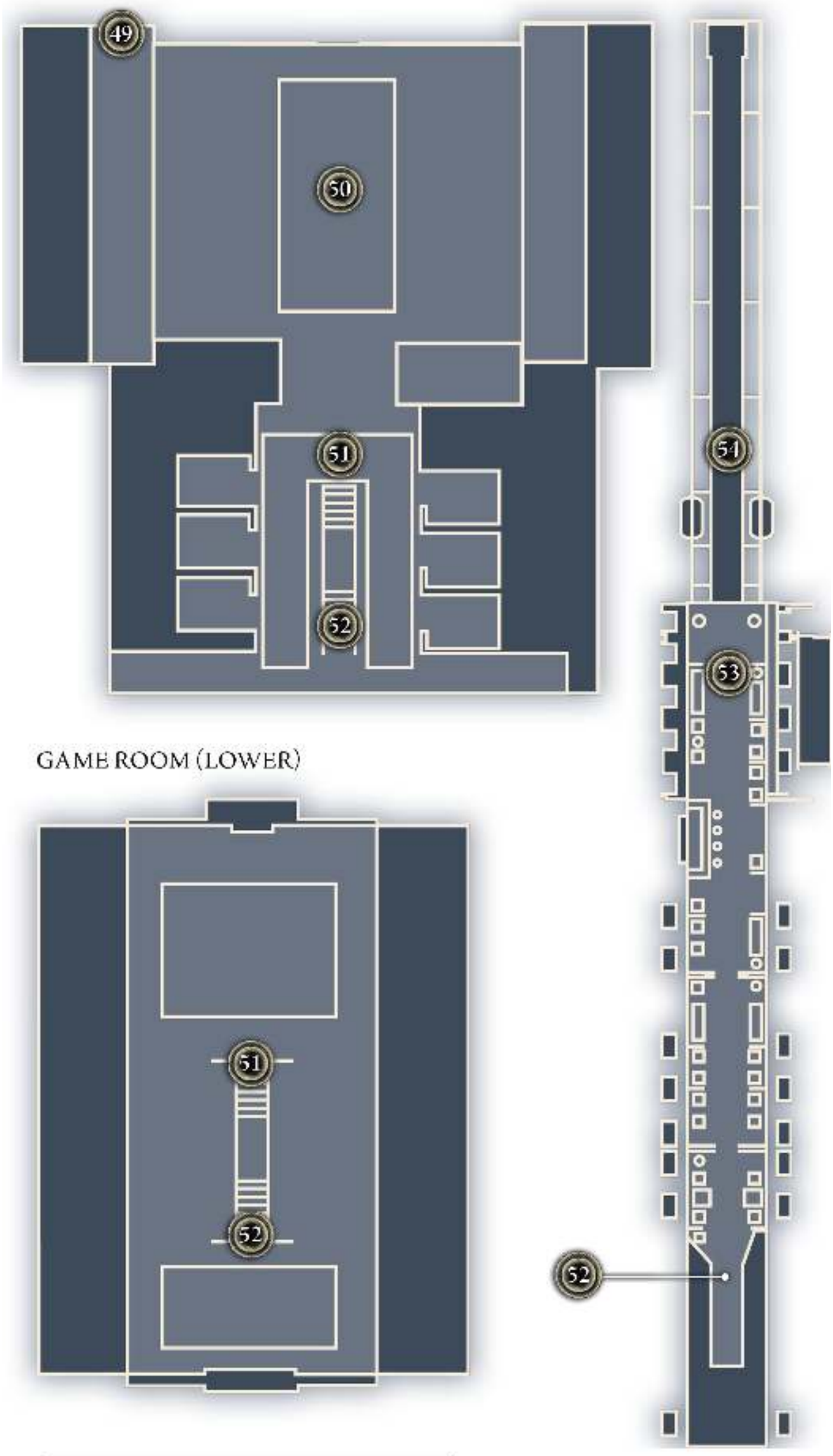
Chapter V: AGAMEMNON RISING
Divided

Continue alone into the next corridor, turn right, and inspect the photo **(48)** of the Agamemnon's friendly chefs. Given what you know of the ship's evacuation procedures, these guys are probably at the bottom of the lifeboat list, so good luck to them. Turn and exit via the door to the First Class Dining Hall on the corridor's other end **(49)**.

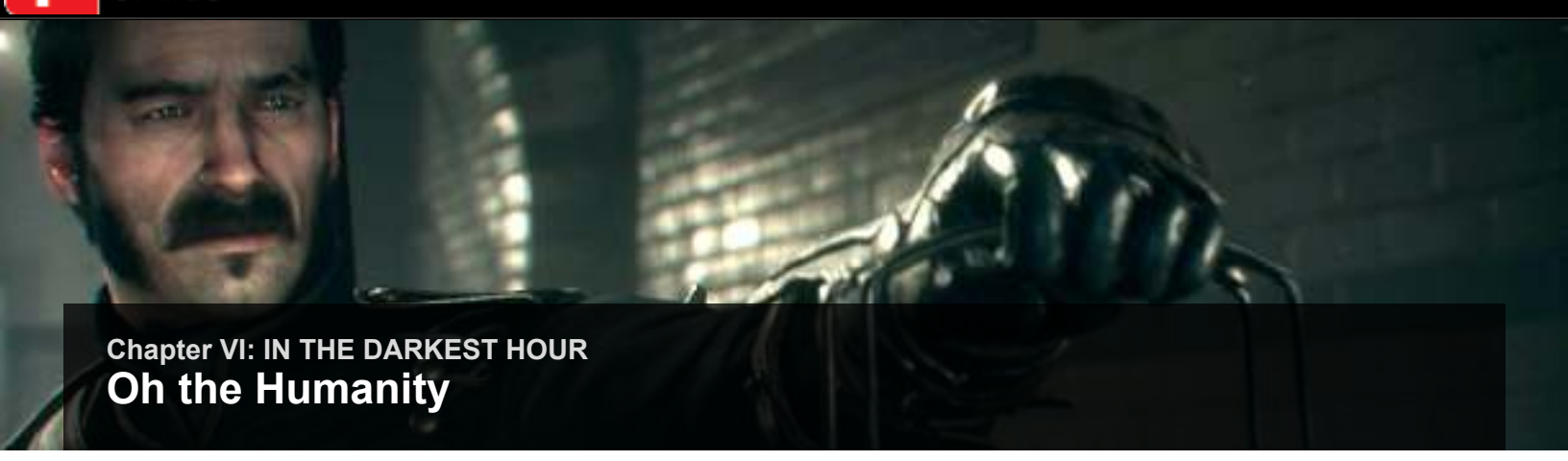




This is the First Class dining hall **(50)**. Look through the windows on the right—flames engulf the airship's front engine. Shots soon ring out across the dining hall from the hallway **(51)** lined with First Class cabins. More tough rebel fighters try to slow your pitiless advance. Scour them out of the cabins. When the cabins are clear, Perceval reports that he's at the ship's stern and will sweep back towards you.

Chapter V: AGAMEMNON RISING
The Standoff

Unfortunately, trapped men often make desperate moves. Watch the dramatic confrontation: two powerful Knights face off against a poor lower-class lad with a burning vision of justice.



Chapter VI: IN THE DARKEST HOUR
Oh the Humanity

The Fifteenth Day of October, 1886

Galahad regains consciousness in a nightmarish inferno. The fiery wreckage of the fallen Agamemnon has also laid waste to the magnificent Crystal Palace in Hyde Park.

Airship Ruins

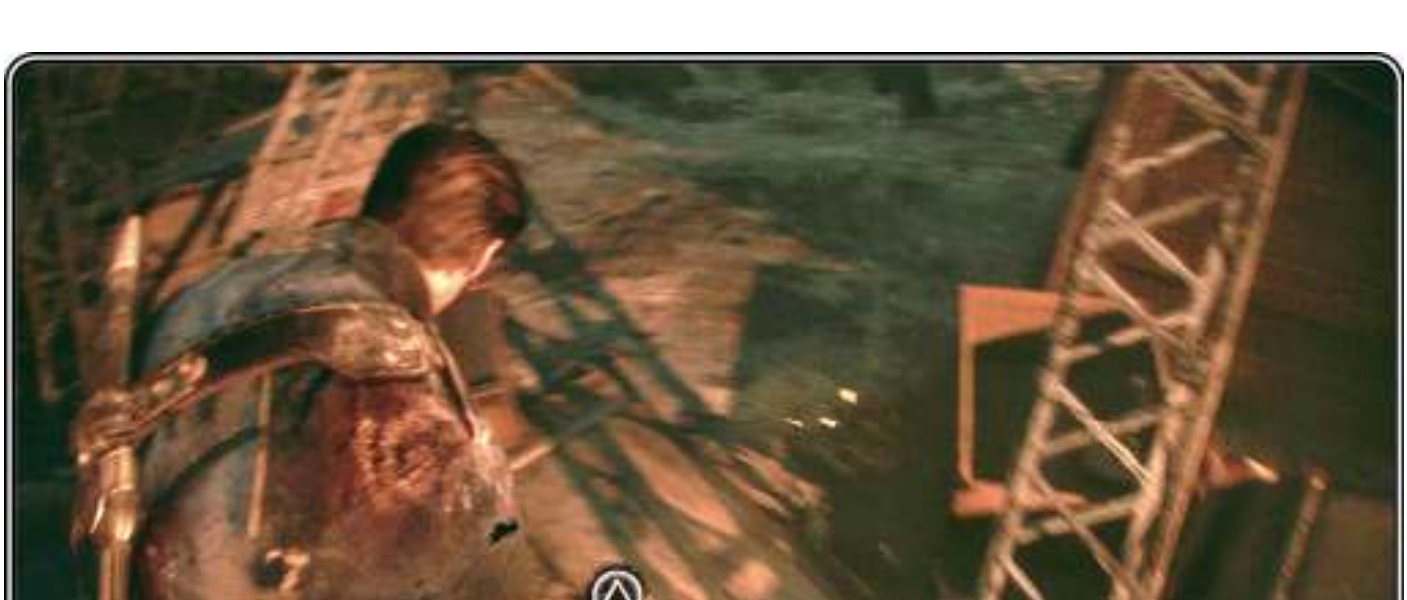
LEGEND

1. Start
2. Path
3. Fallen man
4. Communicator
5. Perceval

Immediately press △ to drink Blackwater. Once Galahad recovers, push forward through the blazing wreckage and veer right at the intersection **(2)**. Soon you trigger a quick scene: a poor soul staggers aflame down the slope. Keep pushing ahead as Igraine attempts contact. Galahad's communicator is shot, so he tosses it aside.

Veer right again to find a fallen man **(3)** who, at first glance, appears to be Sir Perceval. When you inspect him, however, you see it's a United India Company guard—an actual one, with the insignia on his shoulder.

Continue your painful excursion through falling debris until you reach the communicator **(4)** on the ground. Pick it up to trigger a short cutscene: again, Galahad hears Igraine calling over the link, and tries to answer. Then he spots something through a collapsing section of hull.



When Galahad grabs a fallen strut, tap ✕ repeatedly to tug at it. The prompt appears three separate times before Galahad manages to yank the strut free, clearing the path ahead. This triggers the scene's final cutscene: Galahad finds Perceval, at last **(5)**.

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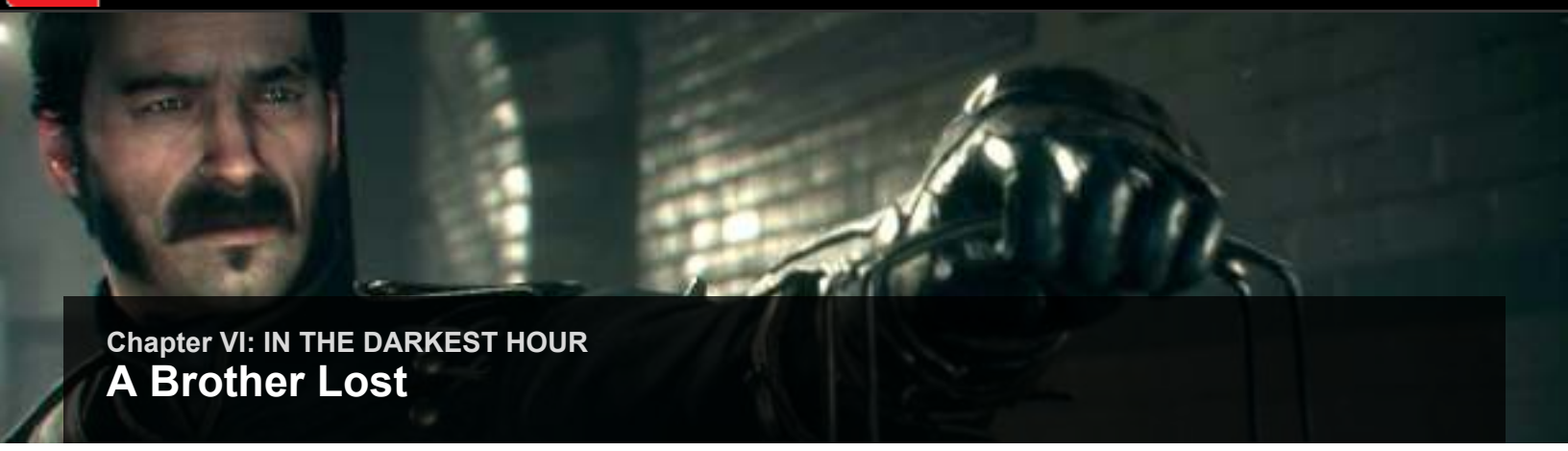


Chapter VI: IN THE DARKEST HOUR

A Brother Lost

After the fadeout, you see Galahad, Lafayette, and Igraine riding the elevator down to Nikola Tesla's laboratory in the Palace of Westminster. When they arrive, Galahad sends the others back up to the Council, saying he'll join them in time for "the succession." Then he proceeds into the lab.

Tesla offers sincere condolences; he's collected a number of Perceval's personal items. Galahad picks up Perceval's pocket watch, engraved with the insignia of The Order—the tail-devouring dragon, the Ouroboros, symbol of eternal return and renewal. Use your left controller stick to examine the watch.

Chapter VII: THE KNIGHTHOOD

A Worthy Successor

The Seventeenth Day of October, 1886

This chapter is actually a long cutscene, so sit back and enjoy the “solemnities” as The Order carries out its time-honored rite of succession.

The Knight called Sir Perceval, born Sebastien Malory more than six centuries previous, appears before the Council of Knights one last time. Then both his name and his Blackwater flask are passed on to a most worthy successor.

LIFE, REPLENISHED

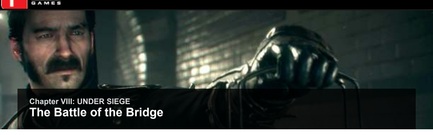
During this scene, you also learn how the life-saving Blackwater is replenished.

Chapter VII: THE KNIGHTHOOD

Guilty Conscience

When the new Knight is seated at the Round Table, the Lord Chancellor calls the Council Chamber to order. Then he turns the succession ceremony into a cautionary tale, warning that those who defy Council mandates with rogue actions walk a dangerous path. But Galahad can hear only so much disparagement of his friend before making an ardent defense.

Suddenly, a thundering explosion from outside rattles the chamber, shaking even the great chandelier hanging above. A Royal Army officer bursts in with news that the rebels have ambushed and trapped Lord Hastings' carriage on the nearby Westminster Bridge. All Knights, to arms!



Chapter VIII: UNDER SIEGE

The Battle of the Bridge

The Seventeenth Day of October, 1886

This chapter literally starts with a bang, as rebels with powerful ordnance rock the Palace of Westminster. More bombs rain down as the Knights rush out to meet the threat and rescue Lord Hastings on the Westminster Bridge.

The Knight Commander orders his charges to take defensive positions on the bridge. Sir Lucan defers tactical command to Galahad, who grabs a TS-23 Arc Induction Lance for the fight. As the Knights arrive in the midst of chaos, a sergeant reports that Lord Hastings' carriage has been hit in the middle of the bridge. Galahad and team push forward—just as another rebel cannon strike shatters the bridge's equestrian statue.

CLEAR A PATH TO THE CARRIAGE

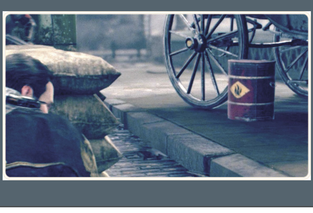
You start out in cover behind a sandbag implacement **(1)**. The Arc rifle is an extremely powerful weapon with near-perfect accuracy. Don't waste time with specific aiming—just charge it up, point it in the general direction of your target, and discharge when ready. The electrical surge bolt instantly eviscerates any flesh in its path. It's a true one-shot kill, delivering damage of 500 at "volume" (the area of damage inflicted expands over distance).

The drawback of the Arc Induction Lance is that it holds only 18 charges worth of ammo; you won't find dropped weapon refills because none of your enemies carries an Arc gun. So the lance is good for just 18 shots unless you find ammo crates to refill it. Fortunately, ammo crates are stashed in each of the two huts on the right side of the bridge.

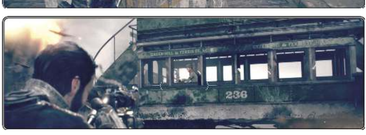
Methodically clear away the rebel presence in the first stretch to Hastings' carriage, and then go nab the first ammo pickup **(2)**. Watch out for rebel grenadiers plus an armored rebel heavy firing a Coach Gun in this next area. Be aware that the armored fellow can actually survive the first Arc shot you fire him!

BARRELS ON THE BRIDGE

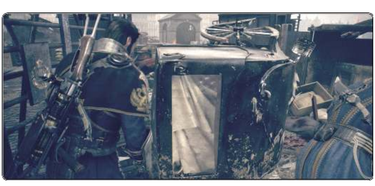
Three explosive barrels **(B)** can be found on the bridge. Target them with your secondary weapon when rebels are near them. Don't waste Arc induction rounds on barrels when a simple pistol shot does the trick.



Keep pushing forward from cover to cover with your Knight team. The bridge is crazy maze of cover—barrels, barricades, crates, blasted carts and carriages, mounds of sandbags, and other debris. Deadly shotgunners unleashing Coach Gun blasts can pop up suddenly or make a rush from hidden positions. So proceed carefully, and check your flank often.

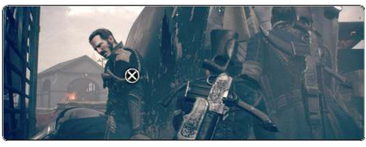


When you finally reach the carriage in question **(3)**, you find it turned on its side. A rebel crouches on top, trying to pull the door open. Next to it, a Green Hill & Ferris St double-decker trolley car has been turned into a rebel nest, including a tough rebel leader up on the top deck. Patiently neutralize it with Arc blasts. When the last rebel drops, you hear Igraine call out, "Clear! We've retaken this portion of the bridge!" Now you can safely examine Hastings' upended vehicle.



SAVE HASTINGS

Approach the marked carriage. You can hear Hastings moaning inside. Press when the prompt appears; Galahad braces against a metal police barricade and, with Lucan and Igraine, tries to lift the carriage so they can pull Hastings out. Tap rapidly when the prompt appears. Eventually, Hastings is freed.



But as Lucan calls for everyone to fall back to the palace, Galahad spots the rebel commander directing operations further up the road. Despite Igraine's pleas, he decides it's time to "finish what we started" and pushes ahead.

Chapter VIII: UNDER SIEGE

A One Man Army

Watch as Galahad spots a rebel lieutenant deploying his crew. Galahad contacts the airship *Sentinel 3* and calls for air support. The airship spotter reports a rebel wielding a shoulder cannon up ahead on the bridge. Ah, so *that's* the source of all those explosions! This gives you a new directive.

TAKE OUT THE ARTILLERY

Once again, start fighting from cover to cover as you dodge cannon shots and dash through the obstructions and sandbag piles. Find another stash of frag grenades **(7)** in the last hut on the right side, but be ready for a shotgunner who hops into your path as you approach the hut. Gun him down, grab some grenades, and start flinging them liberally.

Weave your way back and forth across the bridge until you clear out all the rebels in the area. Then proceed to the bridge's left side. Up ahead, the rebel artilleryman **(8)** continues to blast away with his TS-29 Magnetically-Assisted Cannon from atop another trolley.

Chapter VIII: UNDER SIEGE
The Edge of Sanity

Here you can sit back and relax for a while as *The Order: 1886* takes care of some cinematic storytelling. Galahad ignores calls from Igraine to return to the palace. Instead, he confronts the rebel lieutenant and “convinces” him to reveal where his commander can be found: the Whitechapel brothel.

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Chapter VIII: UNDER SIEGE

A Hideout of Ill Repute

Soon after, Galahad makes an indiscreet return to Aux Belles Muses. Watch as he finally encounters the rebel commander… and then meets the true royalty behind the rebellion.

Chapter VIII: UNDER SIEGE
Bitter Enemies

Lakshmi is one reason why the rebels are better organized these days. And she delivers a disturbing message to Galahad and his Order: “We fight the same evil.” The United India Company, she claims, is spreading the very scourge that the Knighthood has sworn to fight. Unsettling evidence can be found at the company’s docks in Blackwall Yard. She offers to take him there.

Galahad is skeptical, but agrees to see this evidence. Yet he wants The Order left out of it. So he removes his Knight’s collar and tunic before setting out.

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Chapter VIII: UNDER SIEGE

Witness

The chapter ends with this final scene: Igraine spots Galahad as he heads out into the night with his dark escort. Then she slips into the brothel bar and finds what Galahad has left behind…

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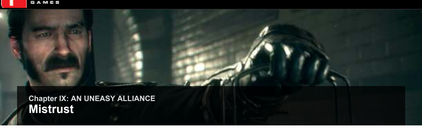


Chapter IX: AN UNEASY ALLIANCE
Mistrust

The Eighteenth Day of October, 1886

It seems appropriate that this covert excursion to Blackwall Yard begins underground. The alliance may be uneasy, but the partnership needs to be strong. Up ahead, the shipyards promise to be crawling with Company mercenaries, ill-tempered and heavily armed.

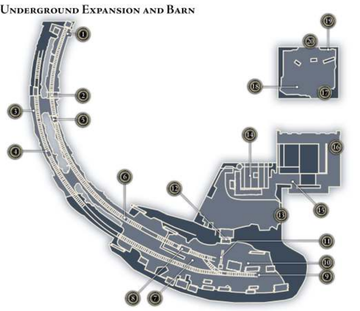
INSPECTABLE ITEMS	
3	Flyer
10	Mallet
11	Photo
14	Newspaper
15	Photo
16	Model ship
18	Union Flyer
19	Photo
21	Memo
22	Bulb

FOLLOW LAKSHMI

From the start **(1)**, follow Lakshmi and listen to the conversation about "pure bloods." These Half-breeds' ancestors were born into their unnatural state, not turned like others who came later. They are supposedly an ancient, extinct race, but Lakshmi claims: "They walk among us." Soon you reach a fallen support beam **(2)**. Approach it and press to get through.

Go to the nearby worktable and inspect the flyer for the new Blackfriars Tunnel. Galahad comments that "the underground system is expanding." Continue down the tunnel.

Underground Expansion and Barn



LEGEND

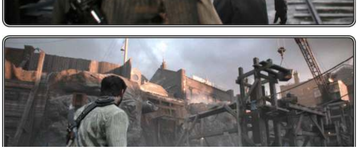
1 Start	6 Barrier (guard)	11 Narrow platform	16 Ambush!
2 Beam	7 Track switch	12 Jump up to street	17 Ammo crate
3 Inspect item (Flyer)	8 Railcar	13 Main gate	18 Grenade pickup
4 Push rail cart	9 Push railcar here	14 Chimney cover	19 Ammo crate
5 Phonograph cylinder	10 Inspect item (Mallet)	15 Jump to walkway	20 Exit to back alley

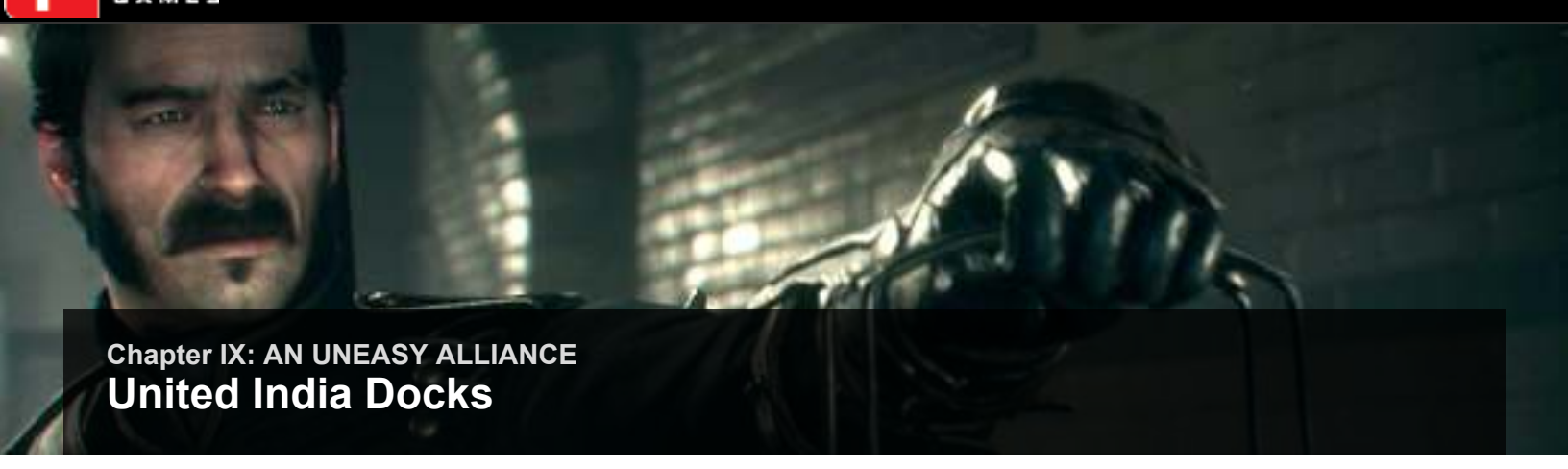
When you reach the rail cart **(4)** blocking the way, help Lakshmi push it down the tracks. Keep pushing (using the left stick) until the cart reaches the end and won't move anymore.

Before you follow Lakshmi to the right, head up the tunnel to the left to find a chest **(5)** that Galahad can pry open with his blade. Inside, he finds "The Anarchists 16.10.86," another phonograph cylinder. (These Anarchists sure put their audio communications in odd places…but they're awfully up to date, aren't they?) Follow Lakshmi down the tunnel as she spots someone up ahead.

DEAL WITH THE GUARD

Creep up to join Lakshmi at the barrier **(6)** then crawl over to trigger a quick, somewhat amusing exchange with a Company guard. After he takes his rest, move on behind Lakshmi again. Continue out of the tunnel to the embankment construction site.





Chapter IX: AN UNEASY ALLIANCE

United India Docks

Galahad boosts Lakshmi over the gate, but a sniper down the street in a window of the Windham Offices building opens fire before she can pry the gate lock open.

GET TO THE SNIPER

Climb the stairs of the Edward's Mill building. At the top, run across the tar roof and take cover behind the brick chimney **(14)** then gun down the Company guards across the gap. You can also step out and nail the guard out on the front balcony.

Down on the street, a squad of guards emerges from the ruined building to attack Lakshmi, who stays in cover. Traverse to the upper walkway **(15)** of the Windham Pottery barn then grab the frag grenade and M82 Carbine pickups. Climb through the open window onto the balcony, toss grenades down at the Company men threatening Lakshmi in the street, and use the newly acquired rifle to pick off survivors.

EARNED EXIT

The balcony's exit door remains closed and locked until you clear the street below for Lakshmi.

The UIC (United India Company) sniper keeps Lakshmi pinned down from his post in the next building up the street. Exit the balcony via the newly-opened door and pick off a guard who pops up from behind a crate **(16)** just down the upper walkway. Find another frag grenade pickup at the end of the walkway then use the gap in the railing to drop down to the second-level walkway. Grab the ammo crate **(17)** at the end of that walkway, turn right, take a deep breath, and drop down to the ground floor.

Dropping to the floor triggers a wild assault by Company guards who rush in the doorway from the back alley. Take cover immediately behind the pottery worktable and patiently pick off the attackers, including a shotgunner who rushes up your flank for some close-range mayhem. Target him first and find another frag grenade pickup on a nearby table **(18)**. Then clear out the rest of the room.

BLACKSIGHT

This is a great place to utilize your Blacksight, especially if you've filled up your meter during the previous engagement.

More guards rush into position outside in the alleyway. Take cover at the doorway **(20)** and pick them off one by one. (If you run low on ammo you can snag ammo boxes inside near the door **(19)** and outside on the work patio **(21)**.) Push forward to cover…because just around the corner, an armored heavy guard **(22)** with a Thermite rifle joins others in the attack.

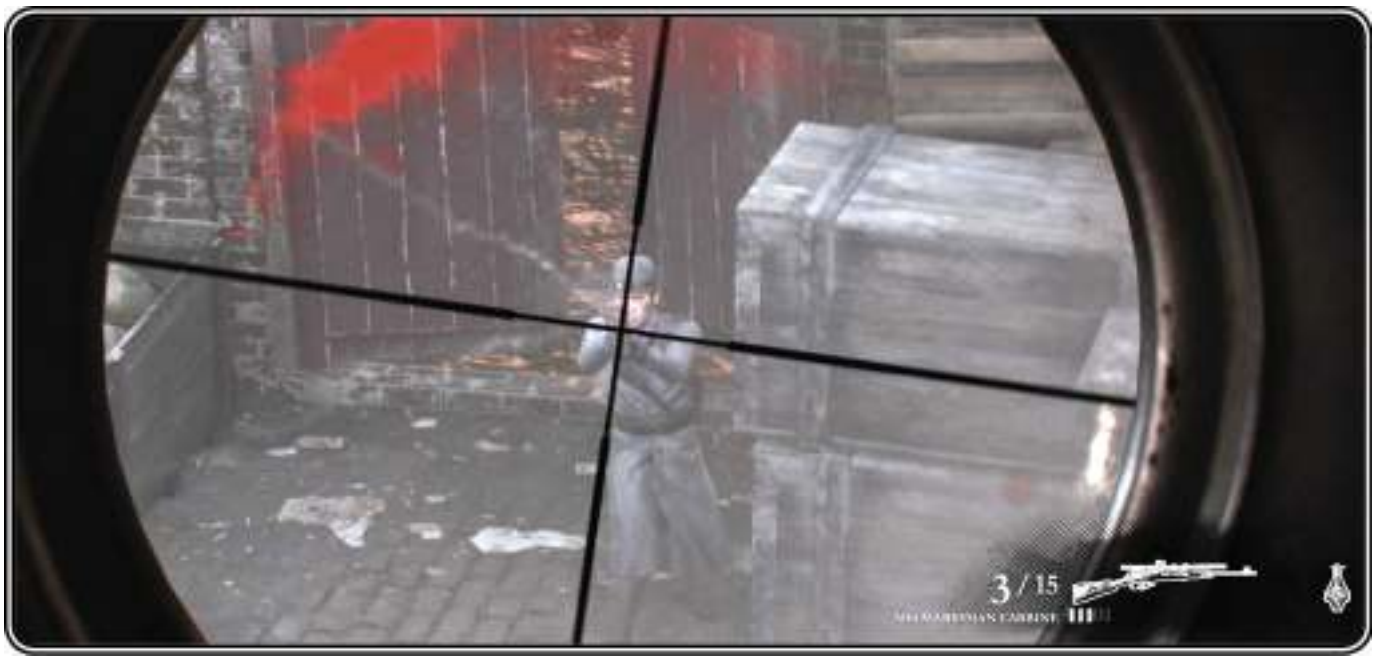
Alley and Street

Chapter IX: AN UNEASY ALLIANCE

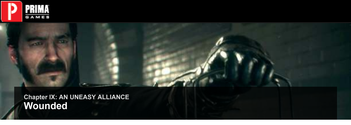
Escort Duty

HELP LAKSHMI TO SAFETY

Now your job is to protect Lakshmi from the growing horde of Company killers approaching her on the street below. (Note: You can't move from the window until the sniper sequence is over.) Once you clear the first attack wave, Lakshmi pushes forward a few crates until a second wave attacks. Clear the yard again! Be sure to target the explosive barrel **(B)** to inflict extra damage. Lakshmi pushes forward again. One last squad of attackers rushes into the yard. Once you clear this third wave, Lakshmi advances all the way to the Foundry entrance.



Open the next door **(26)** to trigger a cinematic action sequence: a Company guard ambushes Galahad on the balcony. Quickly press when the prompt appears as the guard makes a knife attack. The men crash through the railing and slam to the ground **(27)**.

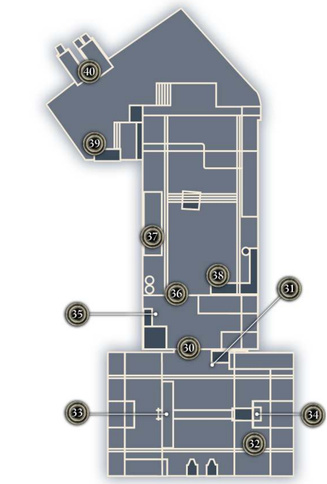


Chapter IX: AN UNEASY ALLIANCE

Wounded

Galahad is badly hurt. When prompted, press B to drink Blackwater and recover. Then stagger from cover to cover across the killing ground as Lakshmi provides cover fire. Reaching the last barricade **(28)** triggers a grenade sequence. Quickly move the targeting reticle over the live grenade's icon and then press B to toss the grenade back at the guards. Galahad automatically stumbles to safety through the foundry entrance **(29)** as Lakshmi slams the security door shut behind him. Safe...for now.

UIC Foundry

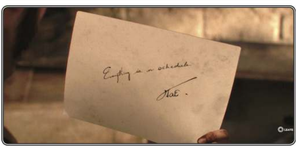


LEGEND

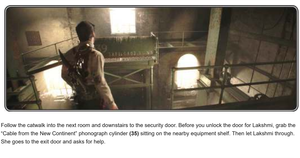
30 Security door
31 Inspect item (Photo)
32 Pulley chain
33 Jump to hoist
34 Jump from hoist
35 Phonograph cylinder
36 Door event
37 Ladder to hoist
38 Ammo box
39 Inspect item (Newspaper)
40 Exit between wagons

FIND A WAY OUT OF THE FOUNDRY

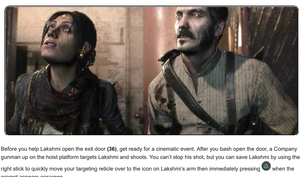
Now you have some time to find a way out. First, try the other security door **(30)**. It's locked from the other side, so you need to get over there. Next, inspect the photo **(31)** on the worktable next to the door. Looks like the towering new Company headquarters for the Americas is nearly finished over in Philadelphia. The UIC is certainly expanding aggressively worldwide.



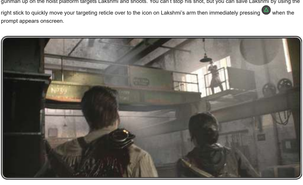
Cross the room to the pulley chain **(32)** and hold down J to pull the chain until the hoist strut above you reaches the far end of the room. Climb the stairs up to the catwalk **(33)** and jump across onto the strut. Lakshmi automatically pulls the chain to move the hoist back across the room. When it stops, traverse over to the railing of the far platform **(34)**.



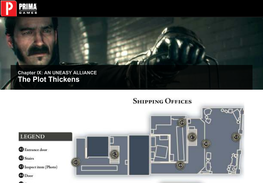
Follow the catwalk into the next room and downstairs to the security door. Before you unlock the door for Lakshmi, grab the "Cable from the New Continent" phonograph cylinder **(35)** sitting on the nearby equipment shelf. Then let Lakshmi through. She goes to the exit door and asks for help.



Before you help Lakshmi open the exit door **(36)**, get ready for a cinematic event. After you bash open the door, a Company gunman up on the hoist platform targets Lakshmi and shoots. You can't stop his shot, but you can save Lakshmi by using the right stick to quickly move your targeting reticle over to the icon on Lakshmi's arm then immediately pressing RB when the prompt appears onscreen.



- If you do this successfully, Galahad pushes Lakshmi out of the bullet's path.
- If you fail, Lakshmi is killed...and you get bumped back to the previous checkpoint to try again.

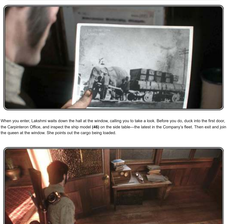


Chapter III: AN UNEASY ALLIANCE
The Plot Thickens

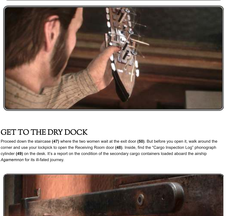
Shipping Offices

Watch as Gen. Lakshmi's second in command, reports on the Company cargo bound for the Americas and the West Indies. Note that Gen calls Lakshmi "Rani," the name for a Hindu queen. As the trio spies through the gate, they spot Lord Hastings. When Galahad notes that Hastings is often at the Council, Lakshmi replies, "How convenient for him." As the Knight moves away, Devi questions his trustworthiness, but Lakshmi says that "the scientist" vouches for him—meaning Tesla, no doubt.

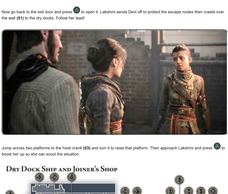
Galahad automatically leads the way into an office building. When you regain control at the door (**#1**), follow Lakshmi and listen to the conversation. Galahad realizes that she is the famous Rani of Jhansi, the great warrior queen who led the resistance against the Royal Army in India. Reportedly killed in Gwalior years earlier, it appears Lakshmi has worked underground ever since.

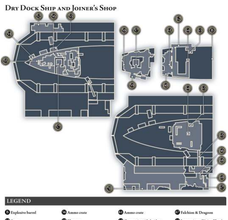


Climb the stairs (**#2**). Lakshmi uses the exit door (**#4**) onto the open balcony and heads for the next building, the Booking Office. Before you join her, follow the corridor to the Nestor C Office and enter its first door on the desk between the bookshelves. Inspect the photo (**#3**) of an elephant-drawn rattrap at the Company docks in Calcutta, India. Then exit and go to the next building, where Devi waits at the door (**#5**).



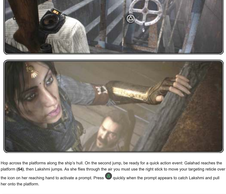
When you enter, Lakshmi walls down the hall at the window, calling you to take a look. Before you do, duck into the first door, the Carpenters Office, and inspect the ship model (**#6**) on the side table—the latest in the Company's fleet. Then exit and join the queen at the window. She points out the cargo being loaded.

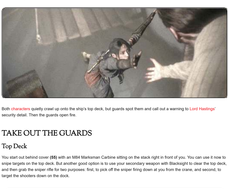




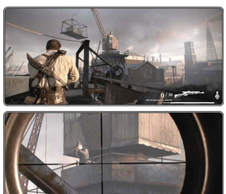
GET TO THE DRY DOCK

Proceed down the staircase (**#7**) where the two women wait at the exit door (**#8**). But before you open it, walk around the corner and use your lockpick to open the Receiving Room door (**#9**). Inside, find the "Cargo Inspection Log" phonograph cylinder (**#9**) on the desk. It's a report on the condition of the secondary cargo containers loaded aboard the *Amelia Agamemnon* for its ill-fated journey.



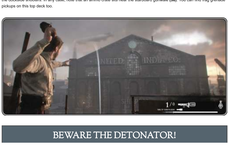


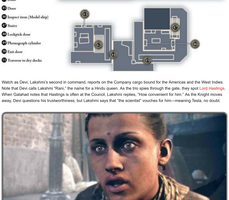
Now go back to the exit door and press to open it. Lakshmi sends Devi off to protect the escape routes then crawls over the wall (**#11**) to the dry docks. Follow her lead!



Jump across two platforms to the hoist crank (**#12**) and turn it to raise that platform. Then approach Lakshmi and press to boost her up so she can scout the situation.

Dry Dock Ship and Joiner's Shop





Hop across the platforms along the ship's hull. On the second jump, be ready for a quick action event: Galahad reaches the platform (**#4**), then Lakshmi jumps. As she flies through the air you must use the right stick to move your targeting reticle over the icon on her reaching hand to activate a prompt. Press quickly when the prompt appears to catch Lakshmi and pull her onto the platform.

Both characters quietly crawl up onto the ship's top deck, but guards spot them and call out a warning to Lord Hastings' security detail. Then the guards open fire.

TAKE OUT THE GUARDS

Top Deck

You start out behind cover (**#1**) with an M94 Marksman Carbine sitting on the stack right in front of you. You can use it now to snipe targets on the top deck. But another good option is to use your secondary weapon with Blacksight to clear the top deck, and then grab the sniper rifle for two purposes: first, to pick off the sniper firing down at you from the crane, and second, to target the shooters down on the dock.

You can also acquire a TS-17 Detonator after you gun down the heavy guard on the top deck and use it to fling explosives at the dockside shooters. In any case, note that an ammo crate sits near the starboard gunwale (**#6**). You can find frag grenade pickups on the top deck too.

BEWARE THE DETONATOR!

Chapter IX: AN UNEASY ALLIANCE

Munition Room

Enter the Joiner's Shop and pick up any weapons that strike your fancy. We suggest you grab the Falchion rifle and Dragoon revolver sitting on the table **(67)**. Then find two items you can inspect.

The first item is on the desk in the corner under the staircase: a flyer **(68)** for "The Greater Union," a labor union for dock, wharf, riverside and general workers. (Note the rebels' black raven insignia on the back.)

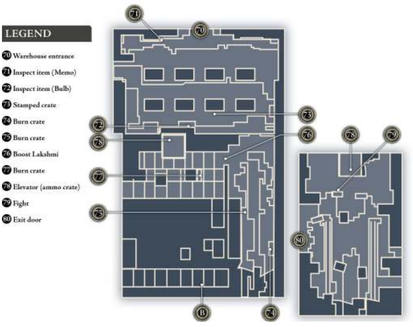
Climb the stairs to find the other item on a worktable. It's a photo **(69)** of two United India Company guards armed with the very latest weapons, a Thermite rifle and a Detonator remote explosive launcher. Where are they getting this gear?

Approach the exit door and press . Galahad and Lakshmi are surprised to find no opposition out in the yard—not a good sign, they conclude. Galahad guesses the Company men are regrouping for a concerted assault, so your window of opportunity for evidence gathering may be closing fast. Grab the grenade pickups to the left of the tracks. Then go through the door **(70)** into the shipping warehouse.

SEARCH FOR THE COMPANY'S INSIGNIA ON CRATES

THE WAREHOUSE

First Warehouse



Warehouse: Front

Chapter IX: AN UNEASY ALLIANCE

The Scourge

HELP LAKSHMI DESTROY THE CRATES

Warehouse: Side

Galahad and Lakshmi move into the next room of the warehouse. Follow Lakshmi to the crate in the corner **(74)** and light it by holding down △ after she douses it with fuel. Follow Lakshmi across the aisle and repeat the same process at **(75)**. Soon this section of warehouse is an inferno.

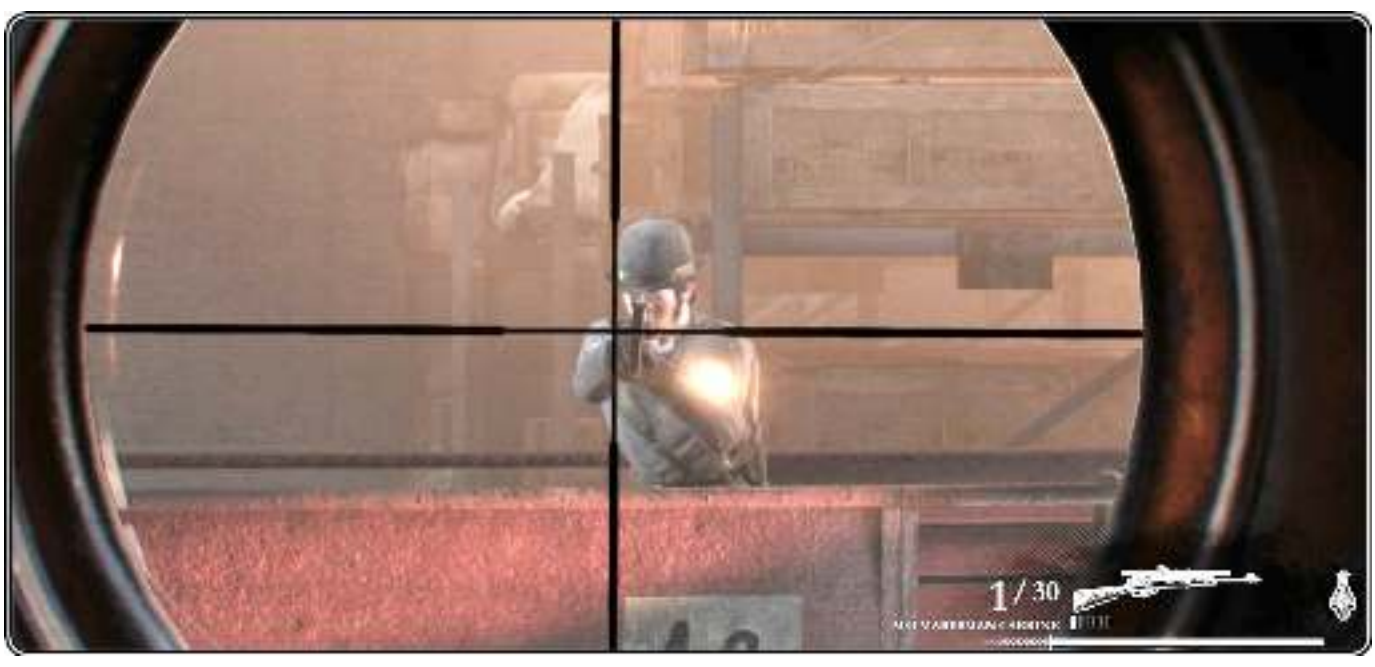
Now follow Lakshmi to the high ledge **(76)** and press the button prompt to boost her up to the next level of the warehouse. She drops down a ladder; use the prompt to climb up.

Warehouse: Upper

While Lakshmi douses another crate **(77)** in fuel, use the time to pick up a full set of frag grenades by the nearby weapons crate. When she's ready, light the marked crate. This triggers a quick scene: guards suddenly burst in via the catwalk across the warehouse. Galahad tells Lakshmi to finish burning the cargo while he holds off the attackers. Then he takes a position behind cover along the railing.

Start shooting! Toss plenty of grenades—your refills are unlimited from the supply in the crate. The first wave of Company men stays on the opposite catwalk, shooting and tossing their own grenades at you. If you run low on ammo you can find an ammo crate in the elevator **(78)**.

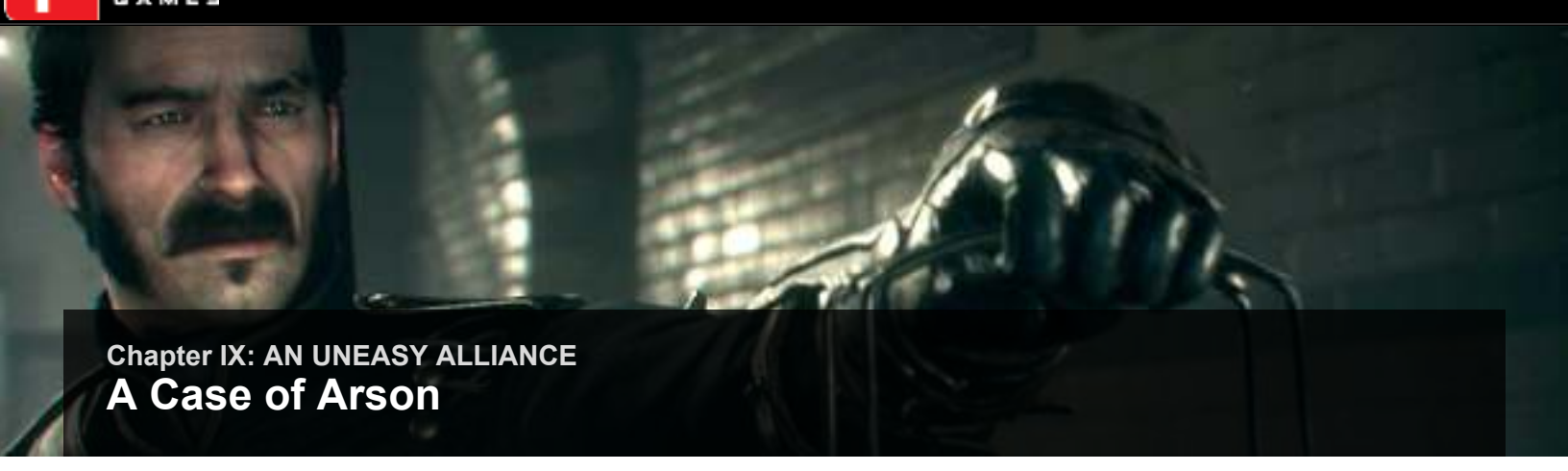
When you finally clear the catwalk of guards, Lakshmi reports more crates down on the ground level that must be destroyed. Follow her into the elevator. She automatically pulls the lever and you ride down to the main floor.



Warehouse: Lower

More guards flow onto the far catwalk the moment the elevator arrives on the main floor. Rush forward to cover behind one of the crates **(79)** and defend Lakshmi as she finishes the work of roasting vampires. This time Company shotgunners drop to the floor and rush your position, so don't get too focused on the catwalk shooters.

After about a minute, a very tough armored heavy takes up a position on the catwalk with a TS-17 Detonator and starts raining explosive mines on you. Watch for the glowing red X-icon and hustle away if one lands near you. (Remember, you can shoot explosives in the air if you have Blacksight available and you're really good.) This heavy can take a lot of punishment, so give him plenty of targeting attention until he drops. When the last Company guard finally falls, you trigger a new scene.

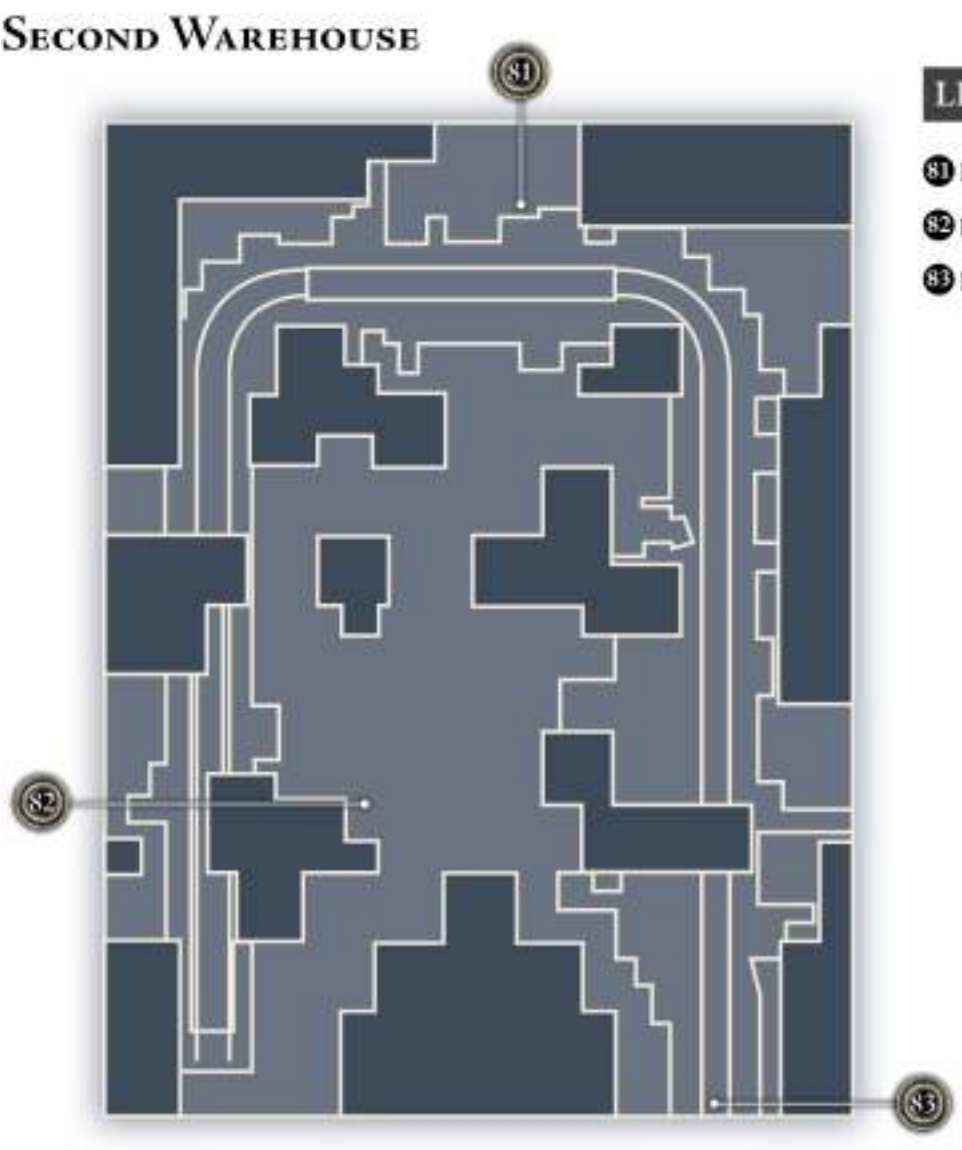


Chapter IX: AN UNEASY ALLIANCE

A Case of Arson

Lakshmi rushes to immolate one more crate and reports that's the last of them. But the exit door **(80)** is locked…and worse, an angry Lycan appears on the far catwalk! Galahad and Lakshmi barely escape into the next warehouse.

Second Warehouse



LEGEND

- 81 Entry doorway
- 82 Falchion rifle
- 83 Exit door

You won't see any more guards here. This warehouse features only powerful Half-breeds. Set up at your starting position **(81)**. The Lycans come one after another in fairly quick succession from any direction. Wield your Falchion and knock each charging Lycan back with your secondary fire concussive blast, and then immediately switch to primary fire until the beast falls wounded. Rush to any fallen Lycan and press △ to administer the finishing blow with your blade. Be ready to start tapping ✕ rapidly if a Lycan gets Galahad in its grip.

There aren't any ammo crates in this area. But there is a Falchion rifle **(82)** near the middle of the warehouse that you can use for pickup ammo, if needed.

Once you've killed two Lycans, Lakshmi cries out that she's found a door, and a cutscene plays. Get ready for an action event! Galahad and Lakshmi hear Devi calling beyond the door **(83)**. Suddenly it bursts open with Devi in the grips of a howling Lycan.

This is a two-step fight:

- First, Galahad gets the monster in a headlock. Start tapping ✕ rapidly until Devi rushes in and stabs the Lycan. The beast knocks Galahad aside and turns its attention back to Devi.
- Next, use your right stick to quickly move the targeting reticle over the action icon until the R2 prompt appears. Hurry! Swiftly pull that trigger to blast the Lycan and wound him. Then Devi finishes the job.

She reports that the Company's forces are gathering at the shipyard. Time to flee! Galahad knows what he must do next, and whom he must see. He is a Knight of the Realm. But when he takes leave of Rani of Jhansi, his look is conflicted…

Chapter X: CONFRONTATIONS
Between Love and Hate

The Eighteenth Day of October, 1886

Shaken and angry by what he's found in the Blackwall Yards shipping warehouse, Galahad decides it's time to get to the bottom of United India Company's unholy plan. The obvious place to start is the very agency founded to prevent just such a thing: the Council of Knights.

The confrontations begin just outside the Council chambers, where Lady Igraine accuses Galahad of shady dealings at Whitechapel. (She calls it "some kind of clandestine infiltration," a nice British way of saying "sneaking around like a thief.") When Igraine softens a bit and asks him to share what he knows, Galahad hardens and tells her to back off.

Chapter X: CONFRONTATIONS
No One to Trust

Inside the chamber, Galahad's attempt to present his findings to the Lord Chancellor are met with derision and dismissed out of hand. But although Sir Lucan agrees that the allegations seem extreme—and that proof (given the all-consuming fire) is nonexistent—he agrees to support Galahad's plan to breach the United India House under cover of night.

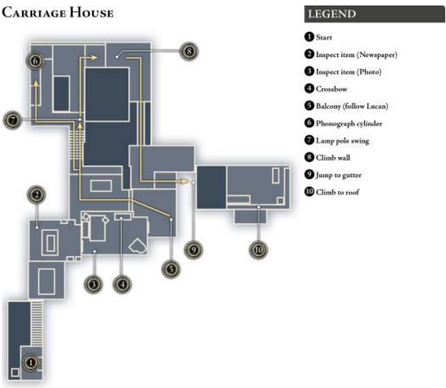
Chapter XI: BROTHERS IN ARMS

The United India House

The Eighteenth Day of October, 1886

No darkness is quite like London's, and thus Sir Lucan and Sir Galahad travel under its wet, formidable cloak. As their carriage arrives at the United India House, Alistair assures his partner that proper arrangements have been made for access.

INSPECTABLE ITEMS	
	Newspaper
	Photo
	Newspaper
	Photo
	Tea tin
	Certificate
	Newspaper
	Paper
	Photo



From the start, **(1)** follow Lucan upstairs to the compound's back entrance, and then walk into the house when Francis opens the door. Inspect the *Greater London Dispatch* newspaper **(2)** on the small side table in the corner. The headline features an account of the *Agamemnon* crash and destruction of the Crystal Palace.

Enter the next room and inspect the photo **(3)** on the side table. It depicts Francis, a lance sergeant in Her Majesty's 12th Infantry Regiment, along with Perceval and Lucan after the 1855 Crimean campaign.

Move across the room to pick up one of the two crossbows **(4)** sitting on the desk. The Repeating Compound Arbalest is a silent, deadly weapon that inflicts heavy damage and fires with perfect accuracy over long range. Use the left stick to examine the bow until the button prompt appears, and then push to deploy the bow's limbs. This triggers a cutscene: Lucan grabs his crossbow and the Knights step out onto a balcony **(5)** to survey the layout below.

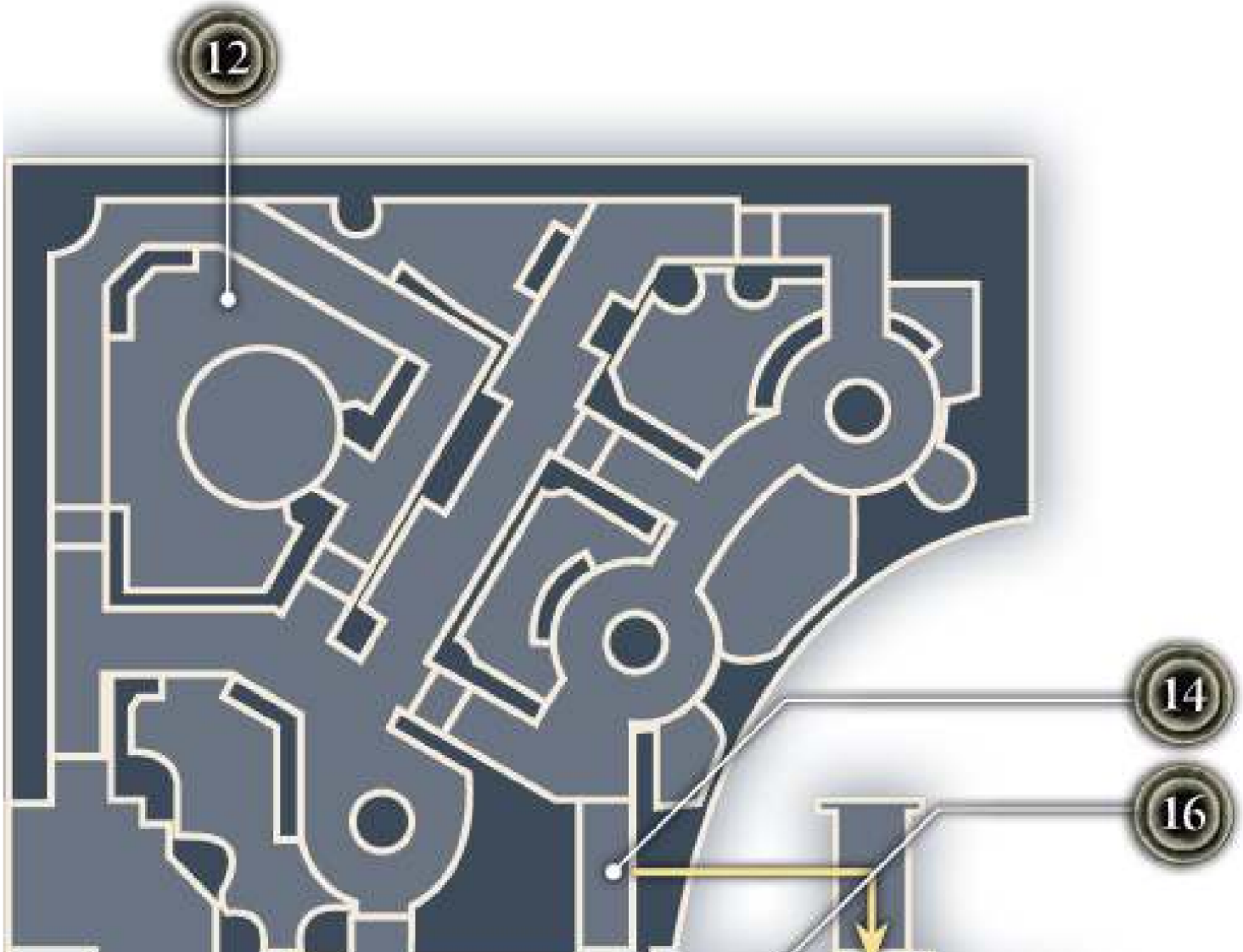
FOLLOW LUCAN

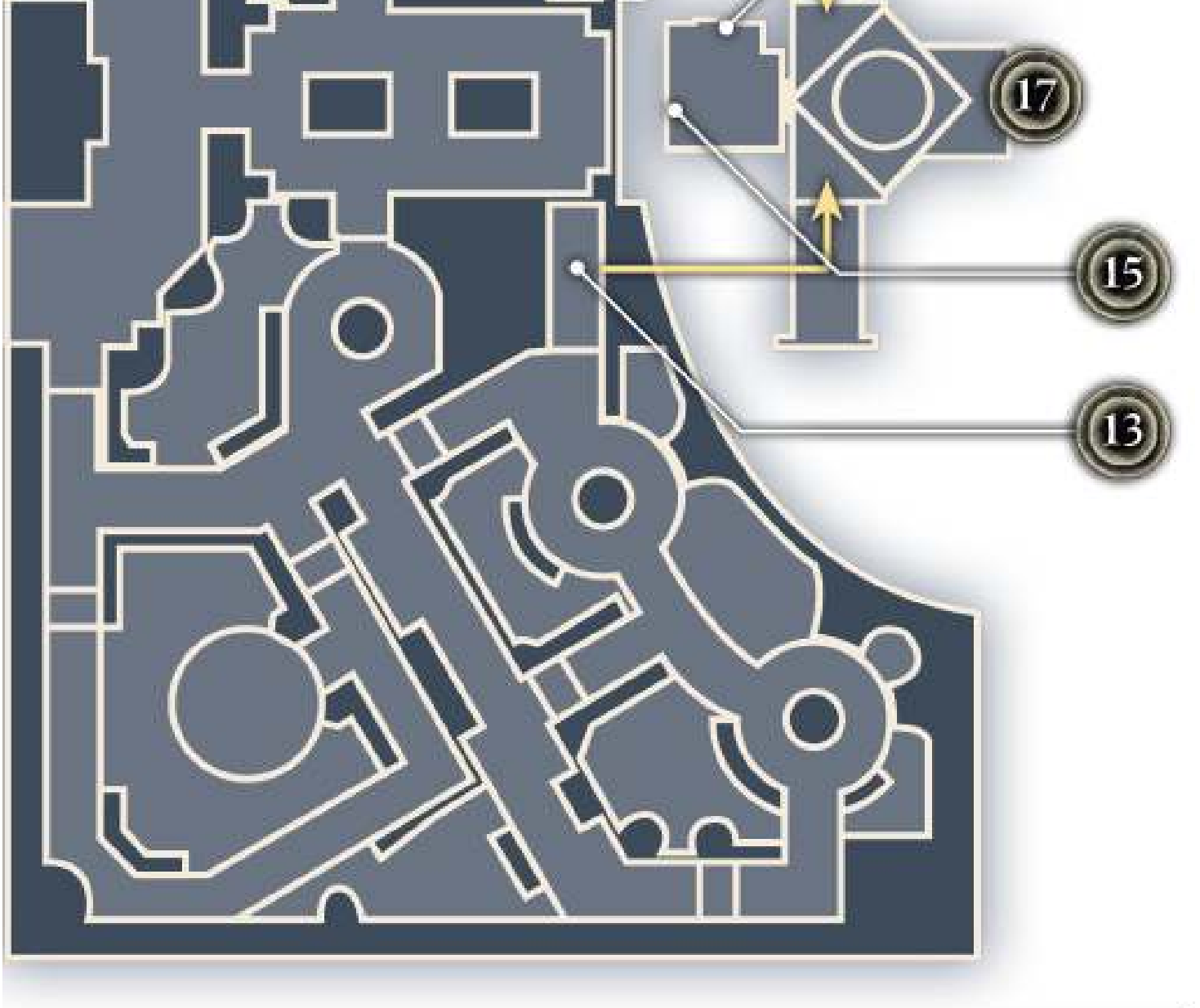
This sequence is quick and fun. Follow Lucan as he runs between buildings and around a rooftop skylight. When you reach a metal staircase, Lucan jumps to a lamppole **(7)** and swings across to the next roof. Before you follow his lead, veer left and head downstairs and then follow the alley to a chest **(6)** in the back corner.

Press to insert Galahad's blade under the chest's lid then tap rapidly to pry it open. Grab "The Anarchists 17.10.86" phonograph cylinder and listen to or read the report on the Blackwall Yards warehouse fire.

Upper and Lower Gardens

LOWER GARDEN





LEGEND

17 Gate to lower garden (need key)

18 Guard

19 Lucan

20 Door (use lockpick)

LOCATE AN ANCHOR POINT

That's right, all the entry gates are locked, so you're going to zipline down into the United India Gardens. Target your crossbow scope on the action icon on the gazebo and press the prompted button. Lucan hands over the bolt attached to the rope line and Galahad loads it into his crossbow.

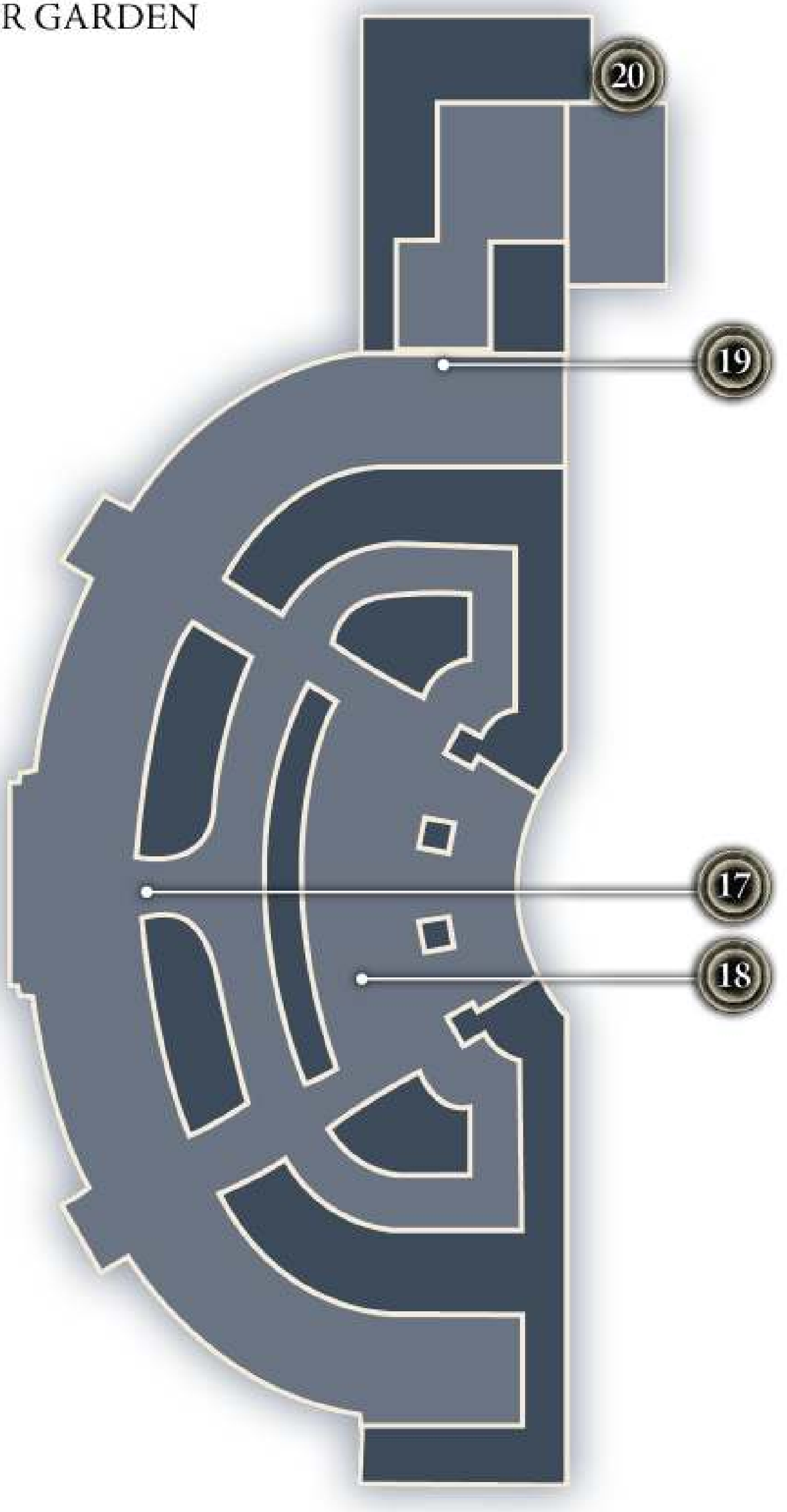
FIRE THE BOLT AT THE ANCHOR POINT

Aim at the anchor point on the gazebo again and fire. The bolt attaches to the gazebo; Lucan releases the line weight to pull it taut. Approach the line until the prompt appears then push △ to ride the zipline down.

A Company guard in the gazebo hears your landing **(12)** and comes over with a lantern to investigate. When he turns away and the flashing prompt appears, time your button-press for when the prompt is highlighted white. Galahad does a silent takedown on the unfortunate fellow.

Upper and Lower Gardens

UPPER GARDEN



LEGEND

12 Zipline landing

13 Stairs to gate

14 Stairs to gate

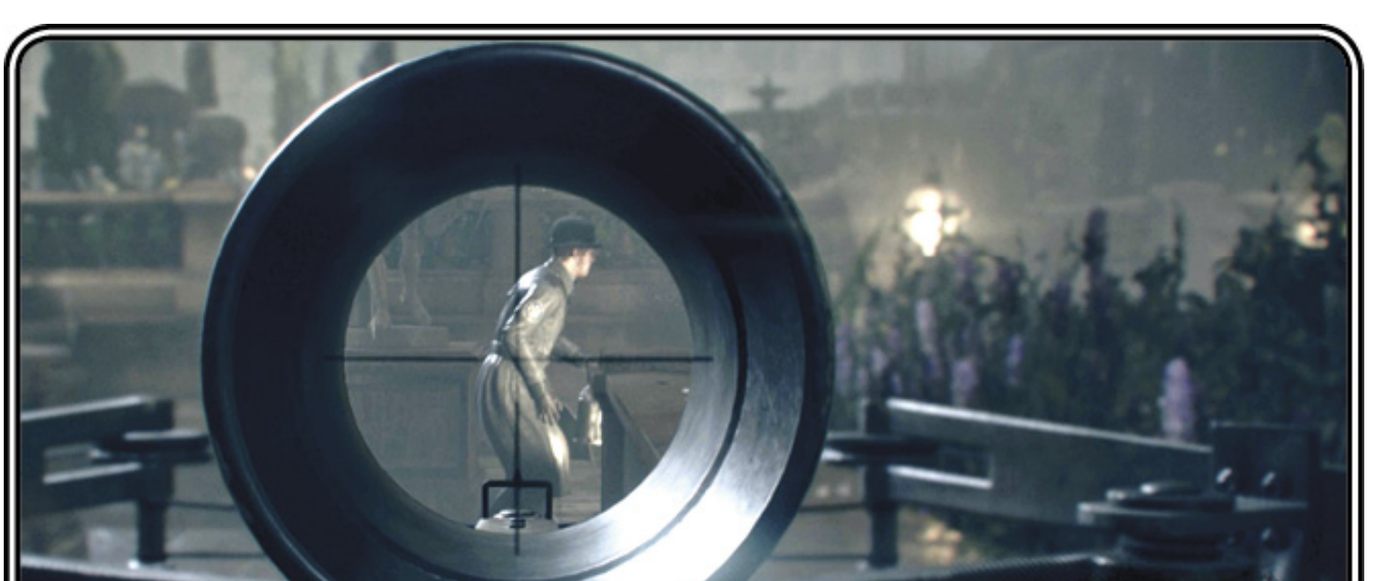
15 Ammo crate

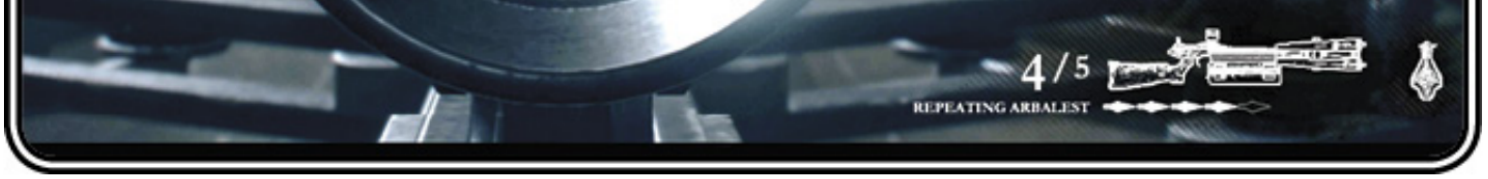
16 Inspect item (Newspaper)

ACQUIRE THE GATE KEY

Upper Garden

Lucan explains that you must get to the lower garden. The garden gate is locked, so you'll have to find the key. The only way to procure this key, however, is to execute stealth kills on all six of the guards patrolling the upper gardens—the sixth guard you slay drops the key, no matter which guard it is. So you must creep quietly around the garden paths, either shooting guards with your crossbow or executing silent takedowns from behind. Note that you have only five crossbow bolts to start, so you have to make at least one knife kill in this upper garden.





STAY OUT OF THE BEAM!

You can't "fight" in the gardens—every kill must be stealthy. The moment you're illuminated by any guard's lantern beam, the guard immediately spots and shoots Galahad.

Fortunately, the guards are easy enough to spot from afar, since each one carries a bright lantern. As you move in on each target from behind, be sure to glance around and make sure none of the other guards are shining their lanterns your way. When you kill the sixth guard, he drops the key. Approach it and press △ to pick it up.

UNLOCK THE GATE

The new directive includes an onscreen directive marker. (Remember that the marker fades over time, but reappears if you press R.) Follow the marker to either of the staircases **(13)or(14) that leads down to an enclosed patio.**

At the bottom, turn into the alcove to find an ammo crate (15) that refills your crossbow bolts. Then inspect the *United Herald* newspaper (16). The lead story reports on the power outage in Whitechapel.

Now you can approach the barred metal gate (17) and use the key you found to open it and enter the lower garden.

Lower Garden

Careful! As you exit the garden gate (17), the first guard you encounter passes on the walkway right above you (18), just beyond the railing. Let him pass by to the right, and then nail him with a crossbow bolt. A second guard patrols the area too, moving along this garden's upper walkway. Once you eliminate both guards, the coast is clear for Lucan to make his move, and you get your next directive.

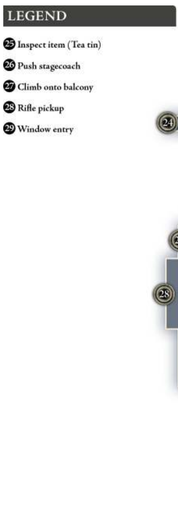
Rendezvous with Lucan

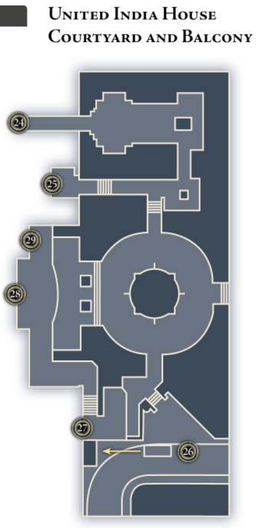
The directive marker appears onscreen. Follow it to Lucan's position at the garden wall (19) and approach him until the prompt appears. Press the button indicated to trigger a quick scene. Lucan infiltrates the United India house via the east wing, and sends Galahad to clear the west wing. Then Lucan boosts Galahad over the wall.

Galahad spots a guard entering a door. When control returns, move to the door (20) and use your Stamford Lockpick to pick the

Chapter XI: BROTHERS IN ARMS

Not a Moment Too Soon



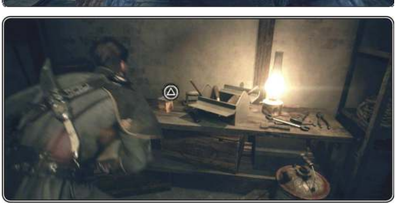


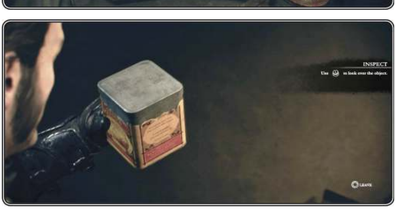
Nailing the second guard triggers a cutscene. Lakshmi greets her gallant knight and reports that her lieutentants Devi and Finley are with her. Galahad lays out the plan: meet up with Lucan inside and proceed to the Company archives room to seek evidence. The two new allies then push forward into the entrance courtyard.

INFILTRATE THE UNITED INDIA HOUSE

Start working your way across the entrance courtyard, using your crossbow for a stealthy kill on the lone patrolling guard who remains. Find the storage room down the stairs and inspect the Ceylon Tea tin **(25)** sitting on the tool-covered worktable.

Push forward past the fountain in the central plaza to where Lakshmi meets up with her team, Devi and Finley, next to a stagecoach **(26)**sitting in the drive. Take your place next to Lakshmi behind the coach and use your left stick to push it next to the balcony. After the coach is in place, watch the cutscene; an interesting dynamic is forming amongst the team.





Climb atop the coach and follow Lakshmi and Finley up onto the balcony **(27)**. Unfortunately, a guard there manages to call out an intruder alert. Pick up his M82 Carbine and take cover at the balcony railing. Soon Company guards start pouring through the front gates below. Start gunning them down! This is a good place to use Blacksight as guards swarm around the fountain in the courtyard. If you need more ammo, grab it from the M82 Carbine pickup **(28)** next to the crate on the balcony.

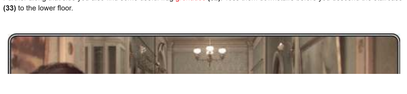
Once you clear the courtyard below, Galahad calls out, "Let's get inside before more guards arrive." Finley opens the balcony windows **(29)** for you, so climb inside.

Main House

Upper Floor

Guards are rushing into position inside now, so be ready for a hornet's nest of Company men. Grab the smoke grenade pickup **(30)** and toss it upstairs ahead of you, then rush in behind it using Blacksight if you can to clear the room. When you get upstairs, watch out for Coach Guns on *both* sides of the room. Consider picking up a dropped Coach Gun and using it yourself in these tight interior spaces.

When you get low on bullets, tap into the ammo crate **(31)** sitting on the cabinet next to the bannister on the right side. Further along that side you also find some useful frag grenades **(32)**. Toss them downstairs before you descend the staircase **(33)** to the lower floor.



Chapter XI: BROTHERS IN ARMS
Peacekeeper

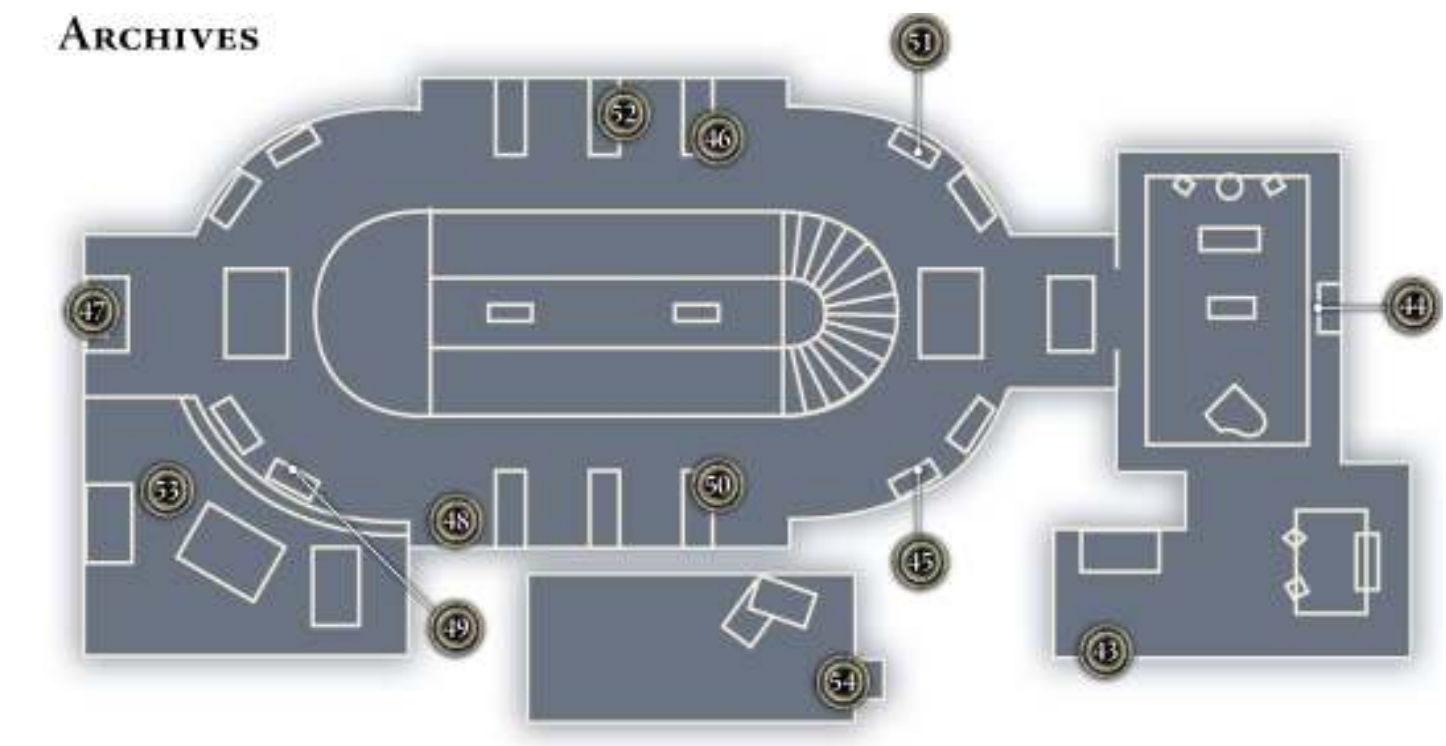
Watch as Lakshmi meets Sir Lucan. After the proper introductions, another big squad of Company guards attacks from across the open lobby **(38)**.

This is a tough fight—use cover well and unleash your Blacksight on the swarm. Grab the ammo crate **(39)** sitting on a low cabinet in the left corner when you run low. When you clear the room, Lucan rushes ahead and says, “Let’s move! The archives room is this way.”

Climb the curving staircase **(40)** that leads up to the west balcony. Before you move onto the courtyard balcony as Lucan directs, find the “Ramayana, First Verse” phonograph cylinder **(41)** at the far end of the long table in the dining room. Then get ready for some more wild combat.

Chapter XI: BROTHERS IN ARMS

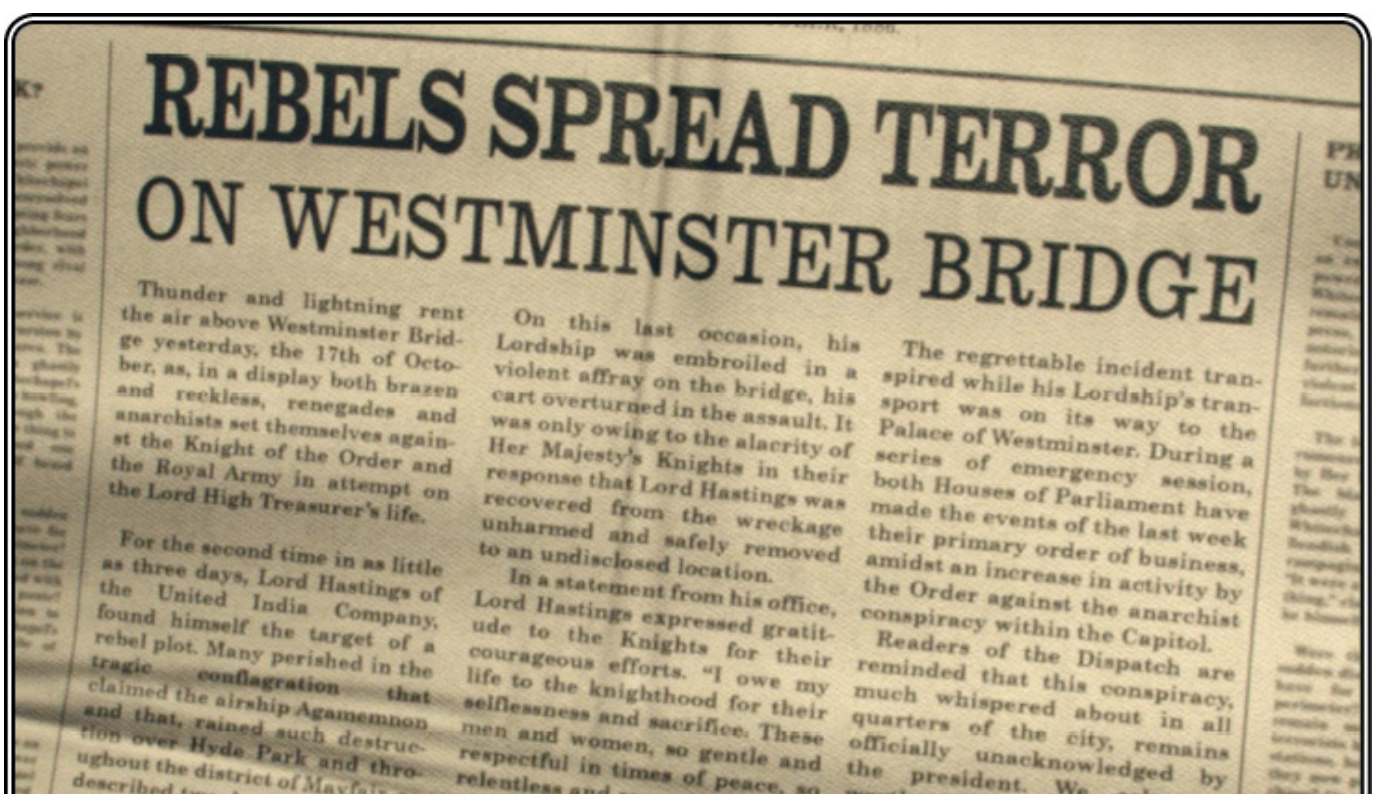
Finding Proof



LEGEND

43 Door to Archives
46 Phonograph cylinder
48 Phonograph cylinder
53 Hastings' office
44 Inspect item (Newspaper)
47 Inspect item (Photo)
49 50 51 52 Search
54 Door to lower corridor
45 Inspect item (Paper)

Before you enter the archives, find the *Greater London Dispatch* newspaper **(44)** on the table under the sailboat painting. The headline story describes the brutal Westminster Bridge battle the day before. Then walk over to the archive door and press △ to enter.



REBELS SPREAD TERROR
ON WESTMINSTER BRIDGE

Thunder and lightning rent the air above Westminster Bridge yesterday, the 17th of October, as, in a display both brazen and reckless, renegades and anarchists set themselves against the Knight of the Order and the Royal Army in attempt on the Lord High Treasurer's life.

For the second time in as little as three days, Lord Hastings of the United India Company, found himself the target of a rebel plot. Many perished in the tragic conflagration that claimed the airship Agamemnon and that, rained such destruction over Hyde Park and throughout the district of Mayfair, as described two days past in these very pages.

On this last occasion, his Lordship was embroiled in a violent affray on the bridge, his cart overturned in the assault. It was only owing to the alacrity of Her Majesty's Knights in their response that Lord Hastings was recovered from the wreckage unharmed and safely removed to an undisclosed location.

In a statement from his office, Lord Hastings expressed gratitude to the Knights for their courageous efforts. "I owe my life to the knighthood for their selflessness and sacrifice. These men and women, so gentle and respectful in times of peace, so relentless and severe in times of war, serve as the exemplar to which every citizen of Her Majesty's Empire should aspire."

The regrettable incident transpired while his Lordship's transport was on its way to the Palace of Westminster. During a series of emergency session, both Houses of Parliament have made the events of the last week their primary order of business, amidst an increase in activity by the Order against the anarchist conspiracy within the Capitol.

Readers of the Dispatch are reminded that this conspiracy, much whispered about in all quarters of the city, remains officially unacknowledged by the president. We ask our worthy MP's: How many more prominent citizens must be threatened or slaughtered before the government acts?

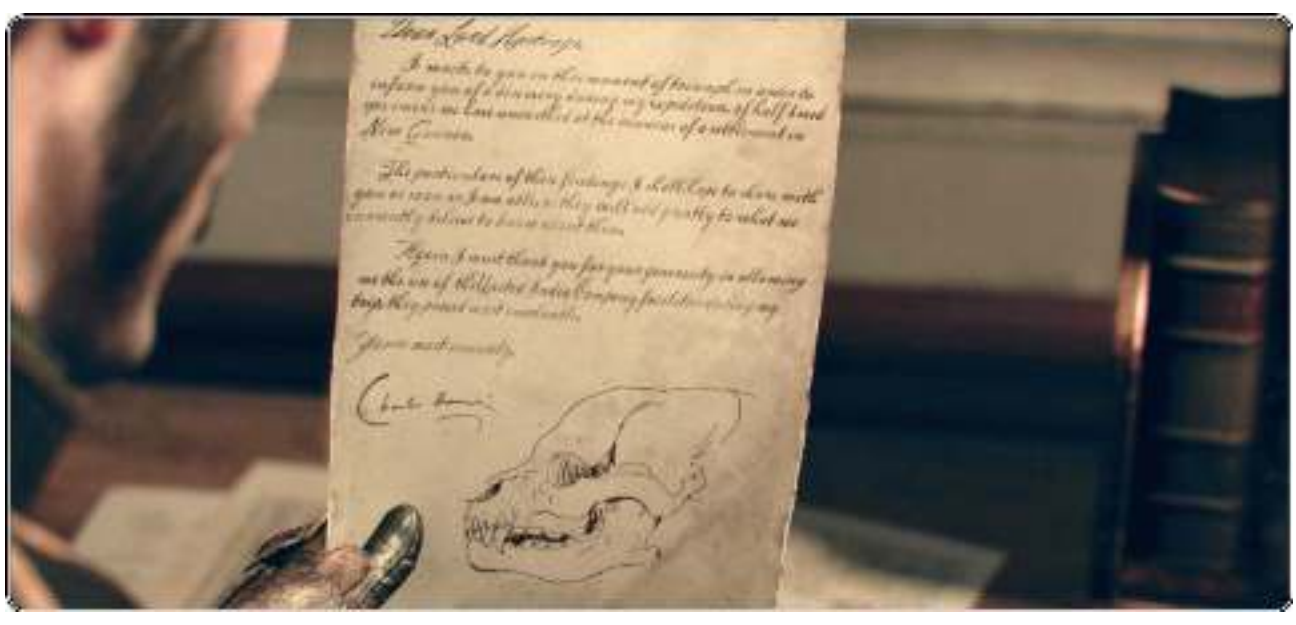
ABBERTON'S

HOUSE OF COMMONS REMINDS CITIZENS OF LONDON TO STAY CALM

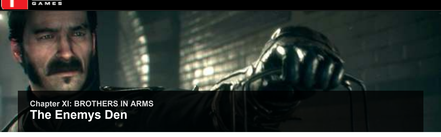
SEARCH THE ARCHIVES

The archives room is loaded with goodies. Follow our search order to make sure you get all of the inspectables and collectibles available *before* you trigger the scene-ending cinematic. (Once the cutscene begins, you can't go back and explore.)

- First, veer left and inspect the letter **(45)** on the desktop from Lord Darwin to Lord Hastings regarding Half-breed remains unearthed in a settlement in New Guinea. The coordinates on the back mark the location.



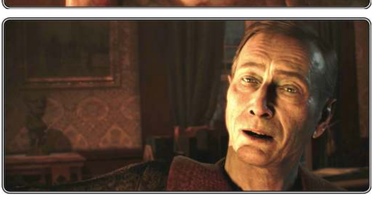
- Go around to the other side of the atrium to open the cabinet under the bookshelf. Galahad rummages through books and finds the "Chopin, Prelude in E-minor, 'Dying Away'" phonograph cylinder **(46)**. (There is no written transcript in your Archive, but you can listen to the famous piece of music.)



Chapter XI: BROTHERS IN ARMS

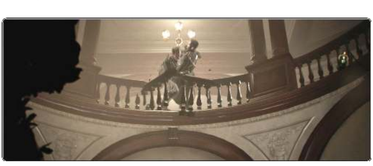
The Enemys Den

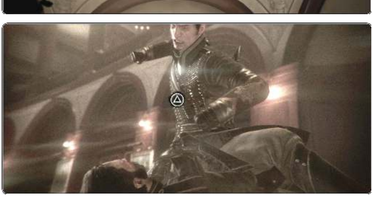
Watch the disturbing scene as Lord Hastings—or, as he calls himself, Jacob Van Neck—calls in Sir Lucan, and the fullest depth of the betrayal is revealed. Be ready for action! As the cutscene ends, Lucan nods toward Lakshmi, signaling Hastings' imminent attack on the woman. Galahad shouts for her to run!



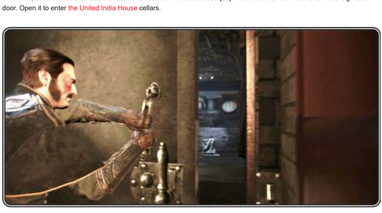
Use the right stick to move your targeting reticle over Lord Hastings and quickly press the button. Galahad flings his blade and hits Hastings, allowing Lakshmi to escape through the window.

Now Lucan attacks Galahad. Be ready with your controller again! In the struggle, the Knights smash through the nearby bannister and crash to the lower level. Lucan pins Galahad and rears back to strike him. Hit when the prompt appears: Galahad dodges the punch then draws Lucan's blade and slashes him.

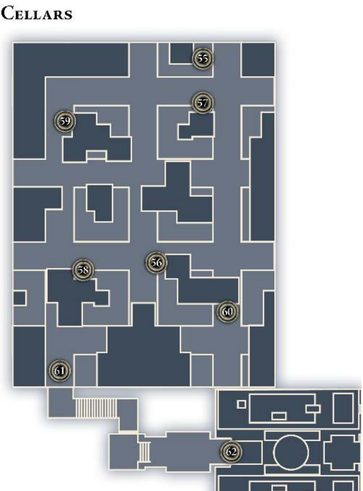




Wounded, Lucan retreats across the room and flees down the staircase **(54)**. Follow his trail downstairs to find a big metal door. Open it to enter the United India House cellars.



Cellars

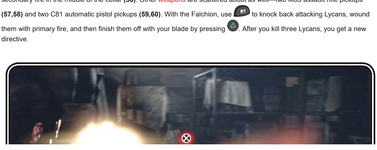


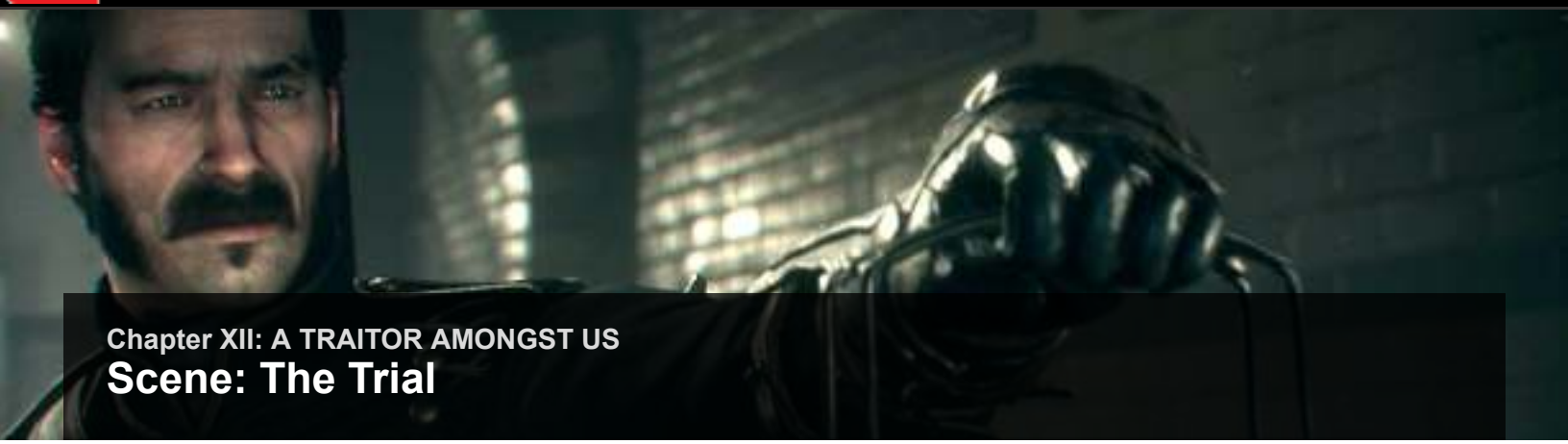
LEGEND

- 55 Entrance
- 56 Falchion rifle pickup
- 57 58 M85 Automatisch pickups
- 59 60 C81 Maschinepistole pickups
- 61 Cellar exit
- 62 Lobby entrance

ELIMINATE THE LYCANS

Time for another Lycan battle! You know the mechanics by now. You can find a Falchion rifle with its concussive blast secondary fire in the middle of the cellar **(56)**. Other weapons are scattered about as well—two M85 assault rifle pickups **(57,58)** and two C81 automatic pistol pickups **(59,60)**. With the Falchion, use to knock back attacking Lycans, wound them with primary fire, and then finish them off with your blade by pressing . After you kill three Lycans, you get a new directive.





Chapter XII: A TRAITOR AMONGST US

Scene: The Trial

The Twentieth Day of October, 1886

Everything after the game's Prologue has been, in essence, a flashback: the backstory. Here, one last bit of "history" is presented—Galahad's kangaroo court trial—and then The Order: 1886 brings us back to the grim present, to the reality that hits like an ice-cold dunking.

A shackled Sir Galahad kneels in abject humiliation before his brethren, the Council of Knights. Witnesses present the evidence against him: Igraine, Lucan, and yes, even the oily Lord Hastings himself.

Chapter XII: A TRAITOR AMONGST US

Past and Present

Now you see an impressionistic recap of the events of the Prologue: incarceration, torture, escape, and Galahad's desperate, final plunge from the palace ramparts into the Thames. As the montage ends, we're brought to the present moment, and time moves forward again.

Chapter XIII: Between Life and Death

Choosing Sides

November-December, 1886

This chapter begins just moments after Galahad's dive into the river. Its lone scene serves as a narrative bridge to the story's final, fatal confrontation.

This hallucinatory sequence of images shows us Galahad's rescue and recovery at the hands of Nikola Tesla and the shadowy, hooded older gentleman—the same man we saw earlier in surreptitious consultation with Sebastien Malory, the previous Sir Perceval. Also making an appearance in the safehouse is the Indian queen, Lady Lakshmi. The recovery ordeal begins.

After nearly a fortnight, on December 2, Galahad finally makes a breakthrough to full consciousness. Lakshmi explains that the safehouse is on the Thames Embankment, north of the river. But the authorities are scouring the area, and it's time to move on. She will accompany him back to Whitechapel, the headquarters and heart of the rebel resistance.

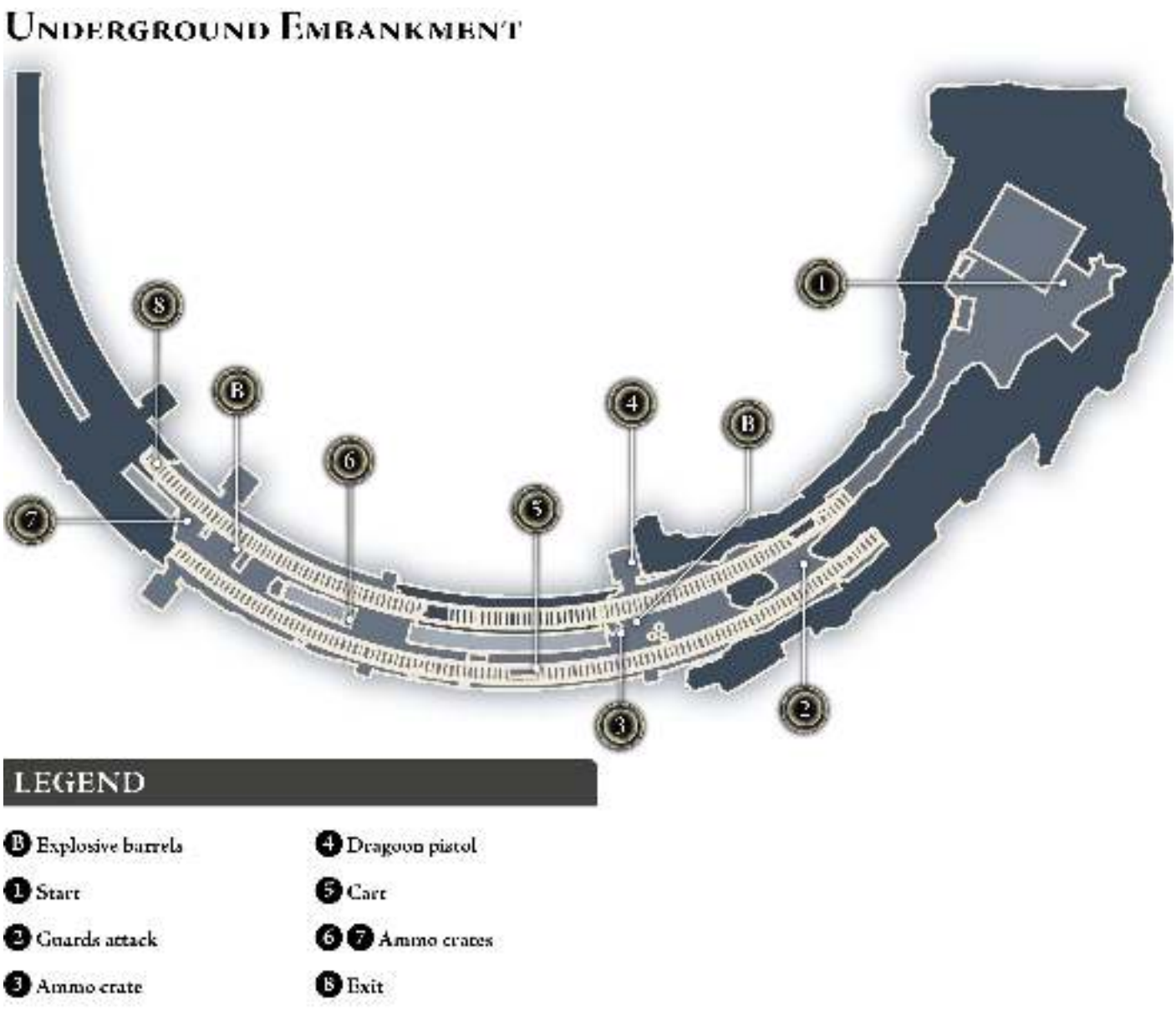
Nikola has left him his gear and Knight's regalia…as well as a vial of stolen Blackwater.

Chapter XIV: A KNIGHT OF OLD

A Tactical Retreat

The Second Day of December, 1886

Galahad begins his road to reclamation with a “tactical retreat” to Whitechapel via the Thames underground embankment. Armed at first with just his Duelist revolver, he must fight through dark passages patrolled by United India Company mercenaries.



ESCAPE TO WHITECHAPEL

As the short journey begins **(1)**, Lakshmi reveals her Blackwater source: Sir Bors de Ganis, a Knight whose origins trace back to the search for the Holy Grail. (According to Arthurian legend, Sir Bors sought the Holy Grail with Galahad and Perceval.) Proceed down the first dark, narrow stretch until the passage opens up to a second track **(2)** and you hear voices up ahead. Three Company guards open fire. Target the explosive barrel **(B)** up the righthand tunnel (just left of the track) to inflict some damage. Then take out the other guards.

After you eliminate the first crew, swap to the Dragoon revolver **(3)** sitting on a side room table then grab the ammo crate **(4)**. You hear another Company squad advancing up the left tunnel. Look for their approaching lantern lights as they slide around the rail cart **(5)**.

Continue past the cart up the left tunnel. You can find another ammo crate **(6)** where the tunnel opens up to two tracks wide again. Slide sideways to the righthand track and prepare for one more wave of five Company guards. Target another explosive barrel just up the tracks, and look for one more ammo crate **(7)** if you need it.

Chapter XIV: A KNIGHT OF OLD
Separate Ways

Upon arrival at Aux Belles Muses, Lakshmi orders the establishment vacated. Assuming that Galahad is now part of her coalition, she prepares to flee with him. As she says, Whitechapel must be evacuated before the authorities conduct a more brutal housecleaning.

Aux Belles Muses, District of Whitechapel

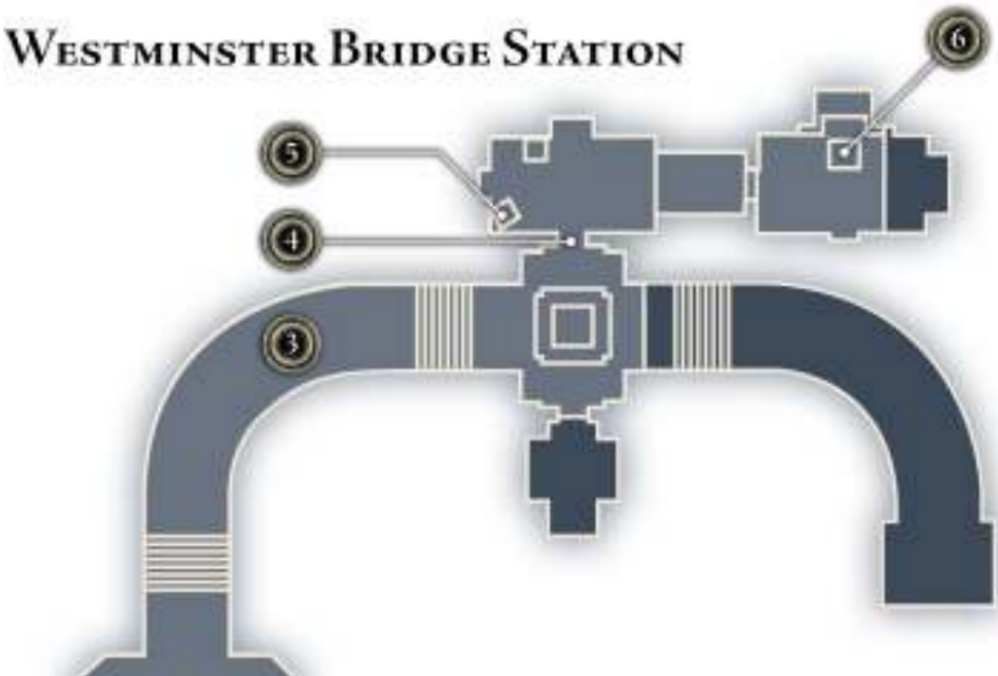
But Galahad announces that he has unfinished business at the Palace. Nikola must be saved; he is owed that much. And the good Sir Lucan, Alistair D'Argyll, will be expecting him. Galahad does not wish to disappoint. Lakshmi offers to accompany him, but this job is Galahad's alone.

Chapter XV: TO SAVE A LIFE
A Path Seldom Walked

The Third Day of December, 1886

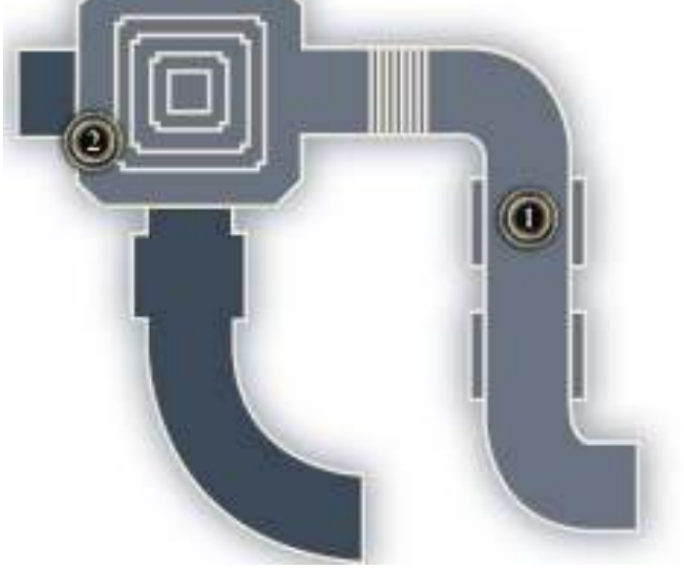
As a man wanted by all the powers of England, Galahad's only travel option at this point is underground. From the Westminster Bridge underground station, Galahad seeks an access point into the Catacombs. These will lead him to Tesla's basement lab in the Palace of Westminster.

INSPECTABLE ITEMS	
2	Newspaper
5	Map
24	Photo



LEGEND

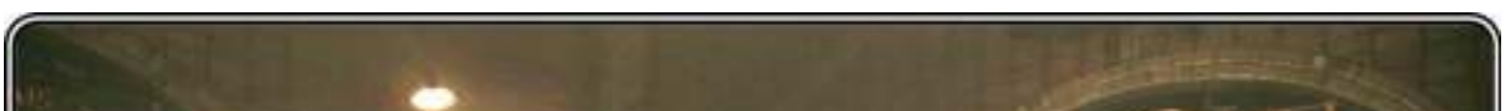
1. Start
2. Inspect item (Newspaper)
3. Spot guard
4. Side door
5. Inspect item (Map)
6. Floor hatch



As Galahad moves down toward the station's train platforms, he gets a last visit from Devi, who delivers two gifts: an M2 Falchion Auto-Rifle, and the news that "it seems my queen has taken a liking to you." Then she locks the access gate behind the ex-knight.

GET TO TESLA'S LAB

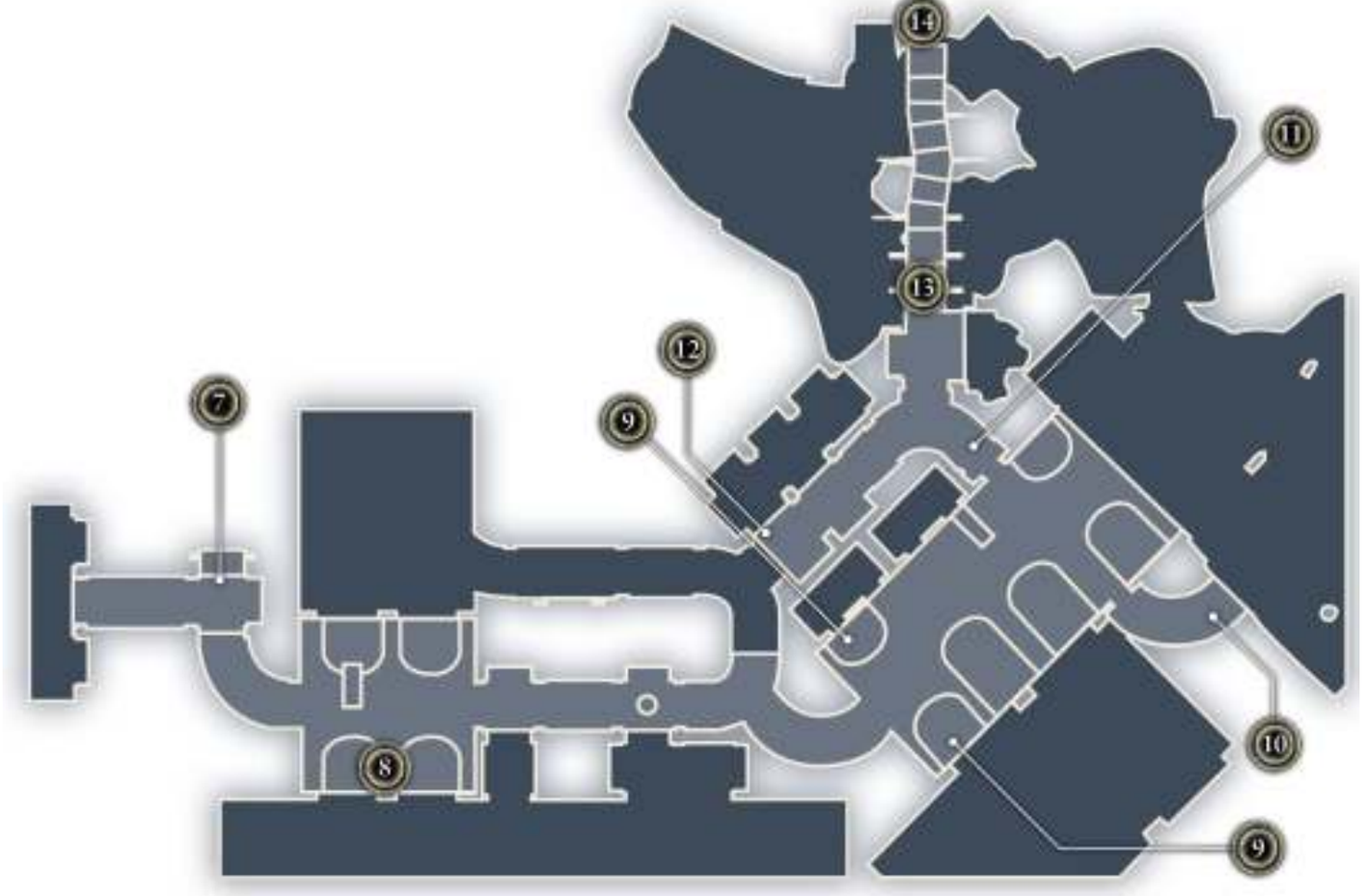
From the start **(1)**, just follow the entry tunnel down to the big Platforms lobby. Find the stack of *Morning Post* newspapers on the cabinet in the left corner and inspect the marked one **(2)**. Read about the "lost soul" who plunged into the Thames from the Central Tower of Westminster Palace. Sound familiar?



Turn right, enter the next tunnel, and proceed to the spot **(3)** where you see a guard turn at the gate up ahead and patrol away from you. Go to the gate, turn left, and enter the door **(4)** next to the “Safety First” sign. Galahad has a quick radio chat with Nikola, who tries to dissuade him from coming.

This is a generator room and work area. Turn left and inspect the page **(5)** sitting on the wooden crate next to the “Danger 600 Volts” sign. It’s a subterranean map of London. Put it back down and follow the passage to the floor grate hatch **(6)** and open it. Galahad drops down into the Catacombs of Westminster.

Catacomb Crypts



LEGEND

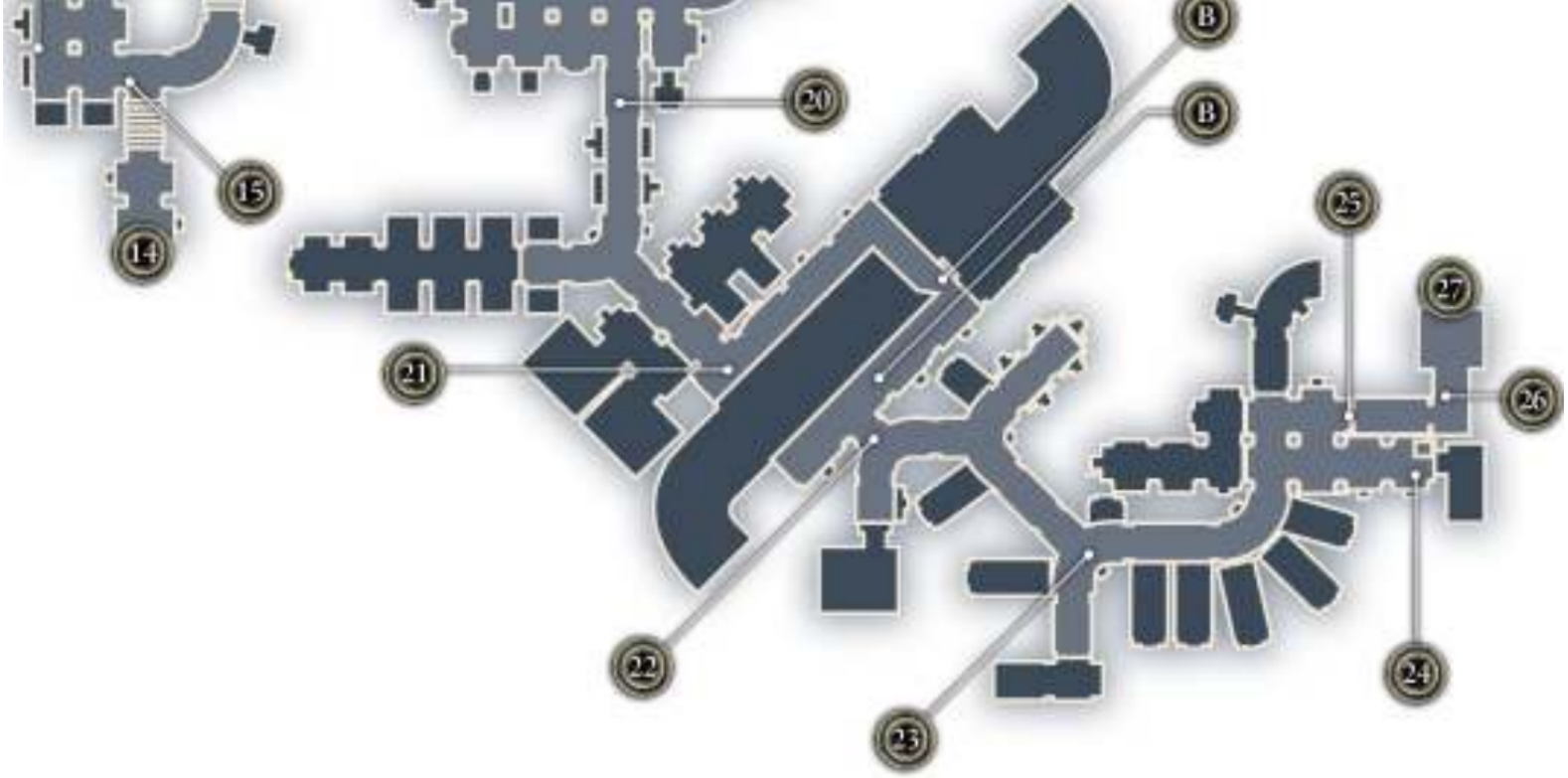
7 Drop here from hatch
8 Frag grenade pickup
9 Take cover here
10 Ammo crate
11 Phonograph cylinder (plus weapons)
12 Tesla calls
13 Wooden bridge
14 Exit to armory (ambush!)

Galahad's landing **(7)** is loud enough that two nearby Royal Army soldiers hear it and go on alert. Move around the corner and nail them both, then pick up the frag grenade **(8)** on the ground.

Follow the passage to the next open room where a very formidable platoon of soldiers (including a grenadier and an armored heavy with a Coach Gun) is waiting for you. Enemy bullets will tear apart the wooden barricade directly in front of you, so step just inside the room and rush over to cover behind the brick structure against the wall **(9)**. (There's one on either side of the room.) You're seriously outnumbered here, so use Blacksight when it's available. When it's *not* available, be patient and methodical. The heavy shotgunner is particularly tough and deadly.

When you finally clear the room, exit via the back-right doorway to find an ammo crate **(10)** down a dead end. Return to the big room and go straight across to the opposite doorway **(11)** to get Nikola Tesla's message about a "complication"—Sir Lucan is on the way to Tesla's lab! Follow the curve to the left to another dead end where you find a locked crate **(12)**. Press the prompted button to pry open the crate's lid with your blade and collect "The Anarchists 29.11.86" phonograph cylinder from inside. You can also grab the nearby Dragoon revolver pickup, if you want.

Exit this dead end and veer left to take the wooden walkbridge **(13)** that spans an underground waterway. Get ready as you approach the doorway **(14)** on the bridge's far end. The moment you step through it, an ambush unfolds.



LEGEND

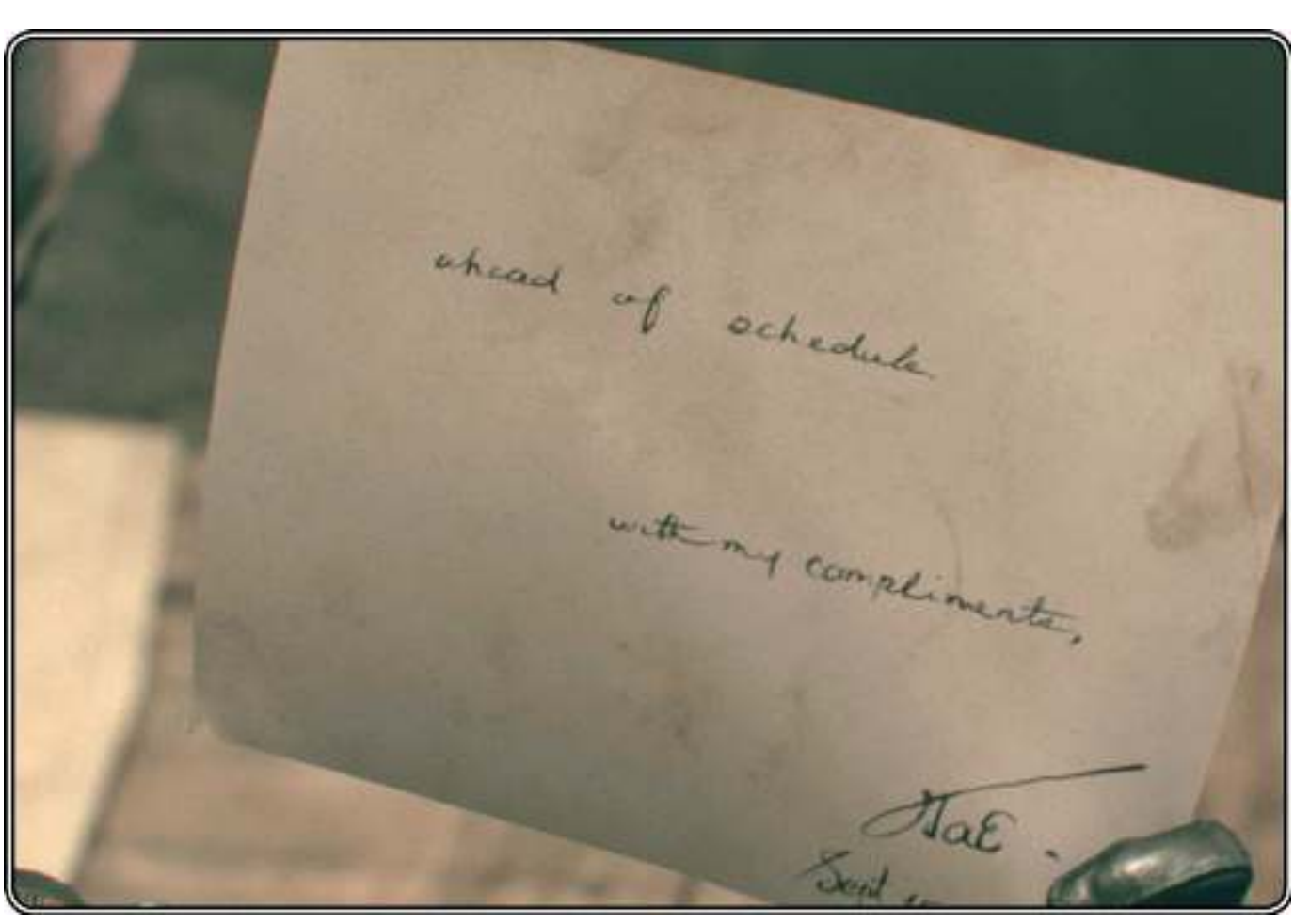
- B Explosive Barrels
- 14 Entrance from crypts
- 15 Ambushers
- 16 Ammo crate
- 17 Armory (Arc gun, ammo crate, etc)
- 18 Pillar room cover
- 19 Ammo crate
- 20 Exit passage
- 21 Sewer room
- 22 Exit
- 23 Tesla/Lucan comm
- 24 Inspect item (Photo)
- 25 Bash boards
- 26 Traverse wall
- 27 Door to lab (use TS-27)

Royal Army troopers pop around the corners at the top of the stairs **(15)**, and a shotgunner rushes downstairs too. Wipe them out, climb to the top, turn left into the side chamber, and find the ammo crate **(16)** on the floor next to an empty sarcophagus.

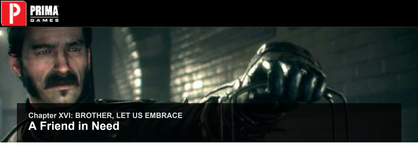
Chapter XV: TO SAVE A LIFE
Time Is Running Out

Because part of our job as a strategy guide is to relieve your stress, we'll tell you here that although Alistair's chilling tone with Nikola adds a sense of urgency to your trek through the Catacombs, don't worry—this is not a timed game sequence. Turn left at the next fork **(23)** and follow the tunnel into another pillar-lined room.

Note the action icon on the boarded-up doorway, but don't approach it yet. First, veer into the alcove to the right and inspect the photograph **(24)** sitting on the wooden crate. It depicts a "Cargo Delivery, Westminster Catacomb."



Now go back and press △ to shoulder-bash through the boards over the doorway **(25)**. Proceed to the end of the passage, turn left, and traverse up the wall **(26)** to the opening. You're almost there!



Chapter XVI: BROTHER, LET US EMBRACE

A Friend in Need

The Third Day of December, 1886

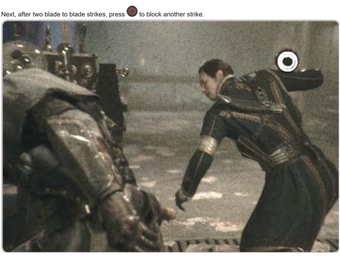
The good news: Galahad reaches Tesla's lab before Lucan can seriously harm Nikola. The bad news: Lucan is still somewhere in the vicinity. And he's very angry. And oh yeah, he's sometimes a seven-foot tall wolfman.

Galahad helps Nikola to a safer position outside the lab. Then he proceeds into the darkened lab to meet his "brother." Get ready for the final boss battle.

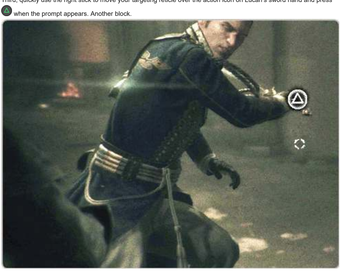
The confrontation begins with a quick five-button prompt sequence as the two Knights meet, man to man.

- First, press R1 to block Lucan's blade thrust.

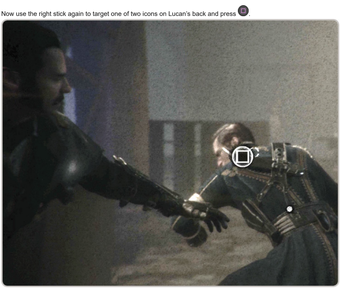
- Next, after two blade to blade strikes, press ○ to block another strike.



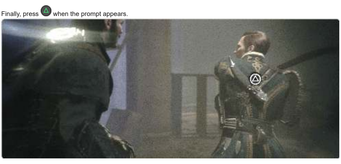
- Third, quickly use the right stick to move your targeting reticle over the action icon on Lucan's sword hand and press △ when the prompt appears. Another block.



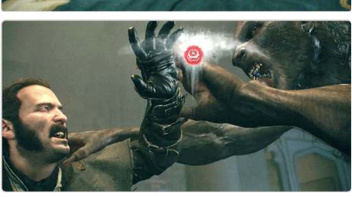
- Now use the right stick again to target one of two icons on Lucan's back and press ○.



- Finally, press △ when the prompt appears.

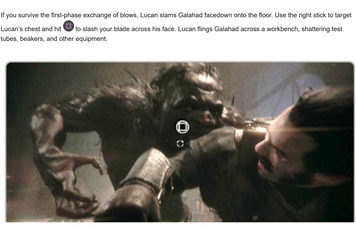


If successful, you've blocked Lucan five times. Galahad decides to tap Lucan's inner Lycan to make it all official. As the men lock blade to blade, he says: "Show your true self." And so Lucan does.



This Lycan Elder boss fight proceeds in the same manner as the previous one in Chapter 4, so refer to that section for a general review of the mechanics. This fight is longer and more intense, of course, but it still follows the same basic rules. Use Strong and Quick Attacks; dodge Lucan's lunges by pushing the right stick in the directions prompted onscreen; activate Blacksight when you can; and hit the prompted controls precisely during the special action sequences.

If you survive the first-phase exchange of blows, Lucan slams Galahad facedown onto the floor. Use the right stick to target Lucan's chest and hit ○ to slash your blade across his face. Lucan flings Galahad across a workbench, shattering test tubes, beakers, and other equipment.



Chapter XVI: BROTHER, LET US EMBRACE

Last Man Standing

Here's your final action: After the battle, the former Knight brethren try to make sense of things. And then, to complicate matters, Sir Lucan's father appears. The Lord Chancellor explains the family history, then hands one final unpleasant task to Galahad…

Appendix
Trophies

Enemy Elimination

TROPHY		DESCRIPTION	TYPE
	The Marksman	Kill 5 enemies with a headshot during Blacksight	Gold
	Well Rounded	Kill an enemy with every weapon	Gold
	Modern Marvels	Kill 40 enemies with science weapons	Gold
	Collateral Damage	Kill 3 enemies with a single explosion	Gold
	Between the Eyes	Kill 100 enemies with a headshot	Silver
	Undivided Attention	Kill 25 enemies during Blacksight	Silver
	From the Hip	Kill 25 enemies without aiming	Silver
	Box Your Ears	Kill 15 enemies with melee attacks	Silver
	Snuffed Out	Kill 7 enemies with silent takedowns	Silver
	Gunslinger	Kill 75 enemies with pistols	Silver
	The Hunter	Kill 10 Lycans	Silver
	Up in Flames	Incinerate 15 enemies	Silver

Collection

TROPHY		DESCRIPTION	TYPE
	Inspector First Class	Find all inspect items	Gold
	Archivist	Collect all phonograph cylinders	Silver
	Well-read	Inspect all newspapers	Silver
	Detail Oriented	Inspect all photographs and documents	Silver
	Power of Observation	Inspect all objects	Silver

Miscellaneous

TROPHY		DESCRIPTION	TYPE
	Brilliant!	Shoot an airborne grenade during Blacksight	Gold
	Discombobulated	Stun 30 enemies with the M2 ‘Falchion’	Silver
	Highly Volatile	Detonate 10 powder kegs	Silver

Completion

TROPHY		DESCRIPTION	TYPE
	The Grail	Collect all Trophies	Platinum
	A Knight No More	Complete the game (any difficulty)	Gold

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